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AMIGA FORMAT

ISSUE 47 ■ JUNE 1993 ■ £3.25

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AMIGA FORMAT Cover Disk 47

B-17

Fully playable demo of Microprose's latest World War II bomber simulation

Disposable Hero

One complete level of the new storming shoot-em-up from Euphoria

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Some programs require 1Mb ● All Amigas



Floppy Drives

You shouldn't be without one, but which one?
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REVIEWED: SuperFrog, The Ancient Art of War in the Skies, Sink or Swim, Whale's Voyage Retina, Europress' ADI Junior,

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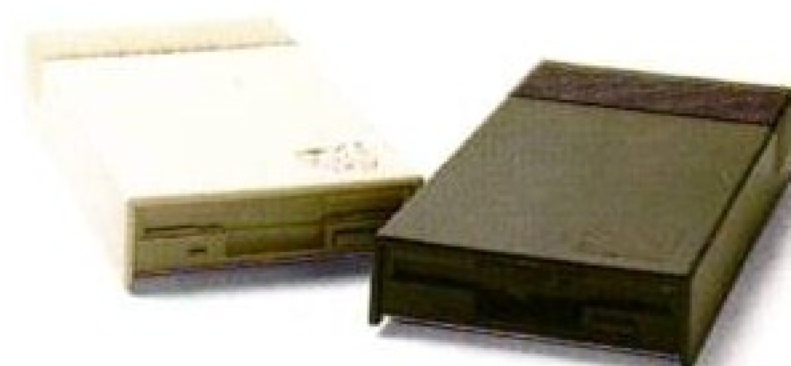
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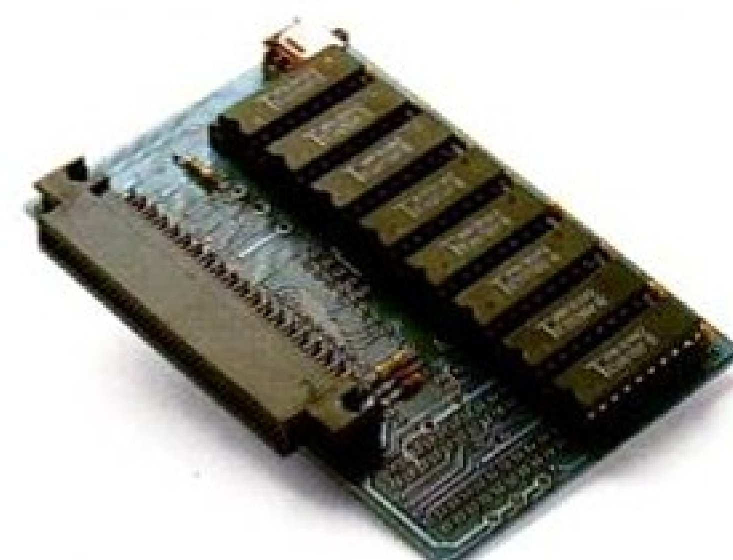
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Thought of the Month...
Who gets to think these days?

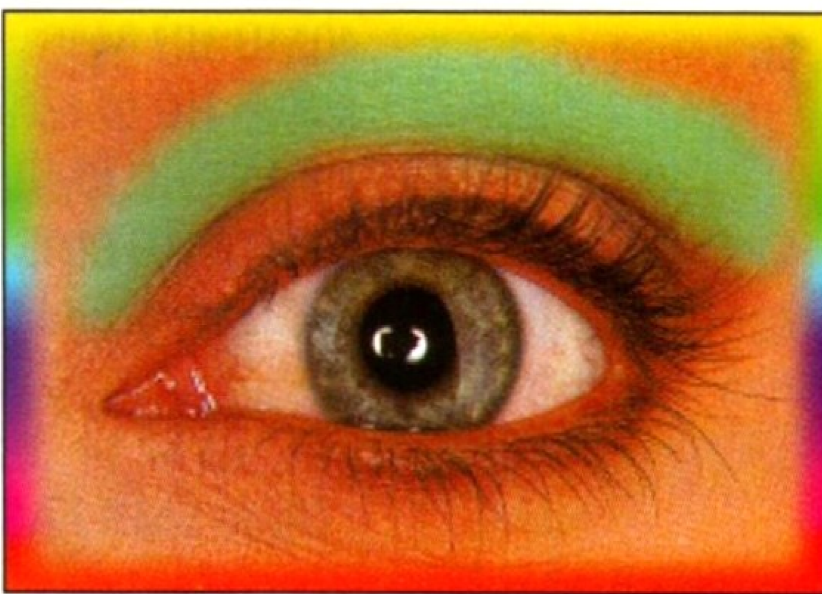
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News

Screenplay 55

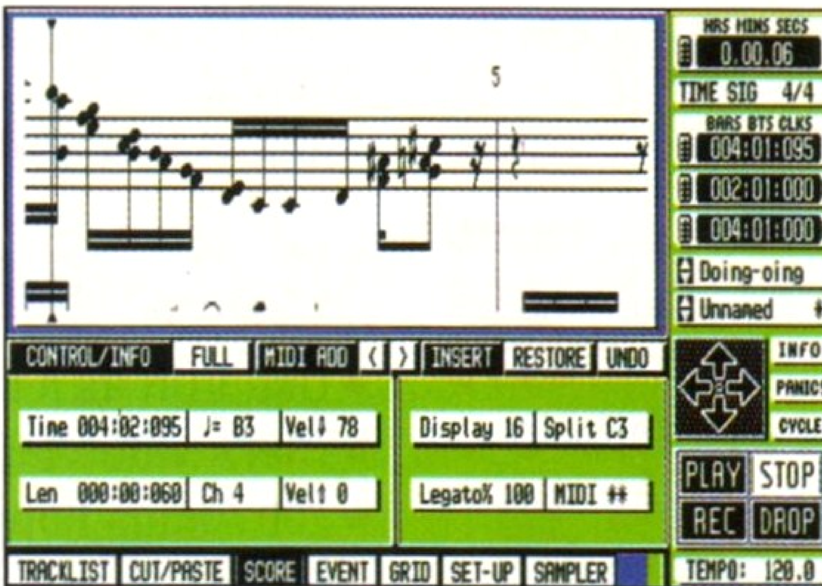
Reviews

Regulars



REVIEWED
Retina

MacroSystem's 24-bit board and paint package – does it offer enough to be a good alternative to upgrading your Amiga to an AGA machine? Find out on **Page 116.**



REVIEWED
Rave

Digital Muse claim this sequencer is so easy to use that even non musicians can use it to make those mind blowing tracks. If acid sounds are for you, see **Page 132.**



REVIEWED
TV Paint 2

Designed to work with a Harlequin board, *TV Paint* is now on version 2. Packed with creative features, can this package outdo its competitors? **Page 138.**



IN PD DEMOS:

Spend some *Quality Time* browsing through this zone as Nutts brings you the best in PD animation and music. **Page 163.**

Discover the World of Commodore

We take you on a trip all around the world with our intercontinental guide to the Amiga ... Page 32

A4000/030...



A rough guide to Commodore's new mid-range machine... PAGE 114

Plus

Your chance to win one – worth £1,000 – along with £2,500 worth of the world's best software... PAGE 122

Floppies...



Spoilt for choice and don't know which floppy is for you? We test and rate eight of the best floppy drive buys out there... PAGE 44

Welcome to Amiga Format!

"The World is collapsing around my head", or so said Michael Stipe of REM, but what would he know? The world isn't collapsing at all, it's staying exactly the same size. But the number of countries, and the number of people living in them, is increasing daily. This month we've taken a metaphorical trip around the world, and had a look at what the Amiga gets up to in a global way. If you've ever wondered where your Amiga was made, or who controls the design of new machines, turn to Page 32 now.

We all think that the new A4000/030 is a major breakthrough for the Amiga. At last a machine with the the expandability of a large box design is available at a price that's accessible to many. This is the serious Amiga that we've been waiting for, and judging from your letters, so have many of you. Turn to Page 114 for a full run down on the new machine. Then turn straight to page 122, where our Grand Quiz for June offers you the opportunity to win not only an A4000/030, but a complete library of serious software from some of the world's top developers too. It's one hell of a prize, but the questions aren't too difficult, so get those postcards out, and get your entries in.



Marcus Dyson, editor

On Page 129 there's a chance to win a Citizen Swift 90 colour printer too.

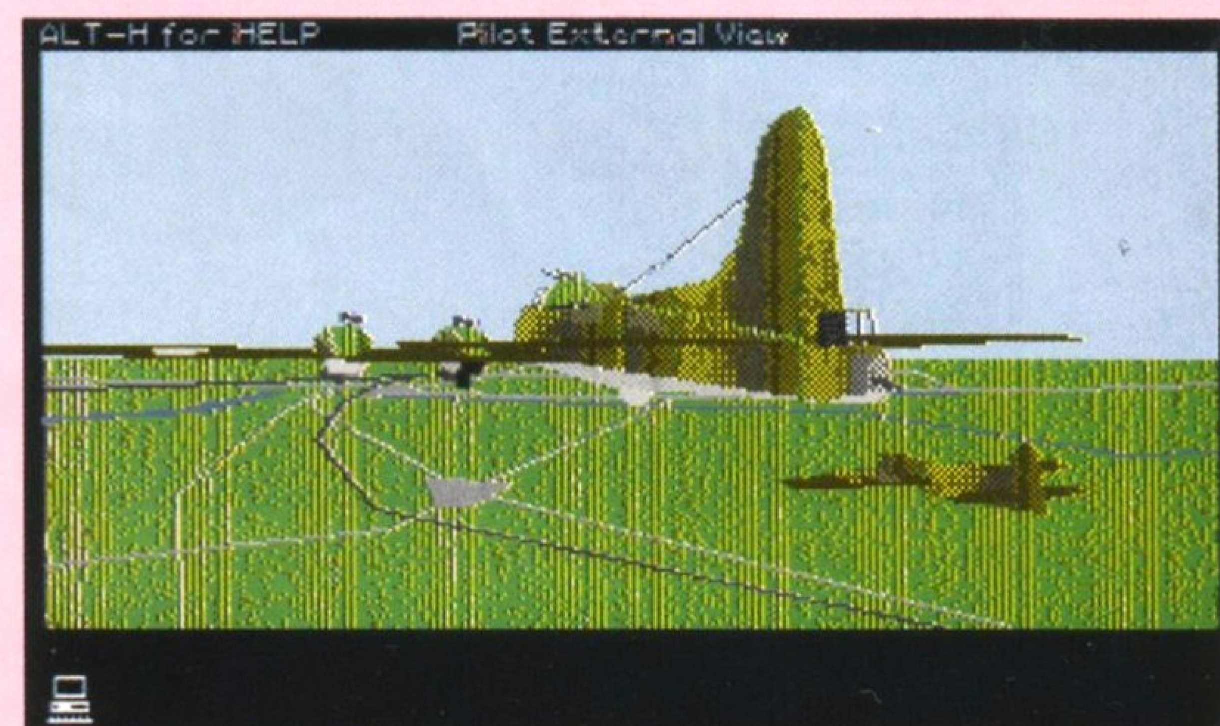
If you don't have a floppy disk drive, you really could be making yourself a lot of work. These cheap devices are so useful we'd probably recommend them as the first peripheral you should buy for your machine. But what should you look for and what should you pay? On Page 44, Richard Baguley takes a look at the floppies on offer.

As usual there are pages and pages of reviews, news and advice. Don't waste your time reading this, turn the page and enjoy!

ON THIS MONTH'S COVERDISK



B17



MicroProse's latest flight simulation has a fully playable demo on this month's disk. It's that action packed, you'll wonder just what's missing. Take to the skies of war-time Holland, navigate your way to the target and fight off the Luftwaffe's attempts to send you down in flames. Action-packed all the way, with a special movie director mode for those who prefer to just sit back and watch. If you're a real plane head, then maybe you can enter the competition to win a real Avirex flying jacket!

Disposable Hero



For readers who prefer their games to be a little less wearing on the brain, there's a whole level from the forthcoming game from Euphoria. Ever heard of Hawkeye or Flimbo's Quest? They were for mental giants compared to this awesome killing machine. So reach for your autofire joystick and start sussing out just how you get to the end of a level – you could win a free copy of the finished game if you can manage that particular feat.

Full Coverdisk instructions on next page...

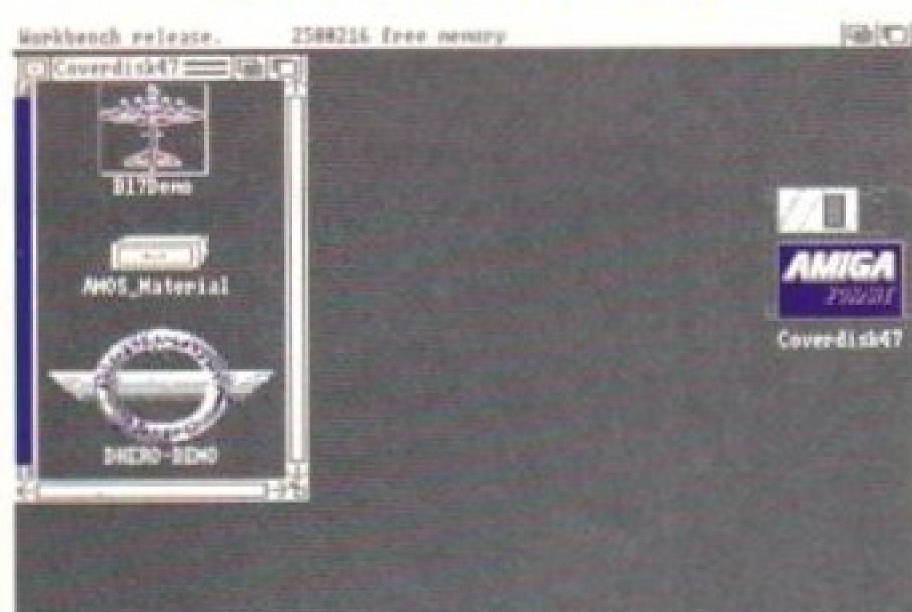


Two whopping commercial demos that will engross you for hours: an action-packed shoot-em-up and a WWII flight sim. Take your seats for a preflight briefing with **Pat McDonald.**

B17 Flying Fortress

MicroProse ■ PAL/NTSC

GETTING STARTED



Due to the massive size of both the *B17* and *Disposable Hero* demos, I regret there was no space for other programs. I won't make a habit of this.

Your first ever Coverdisk? Well don't worry, it's very easy to get it to work. Simply place it in any 1Mb Amiga, and turn the computer on. After a few seconds, a cut-down version of Workbench will load. Move the mouse pointer with the mouse, until it is over the fairly large *Amiga Format* disk icon.

Click twice rapidly with the left mouse button (this is called double clicking). A window, showing the contents of the disk, will open. Move the mouse pointer to either the *B17* demo icon, or the *Disposable Hero* icon. Again, double click, and the relavent program will load.

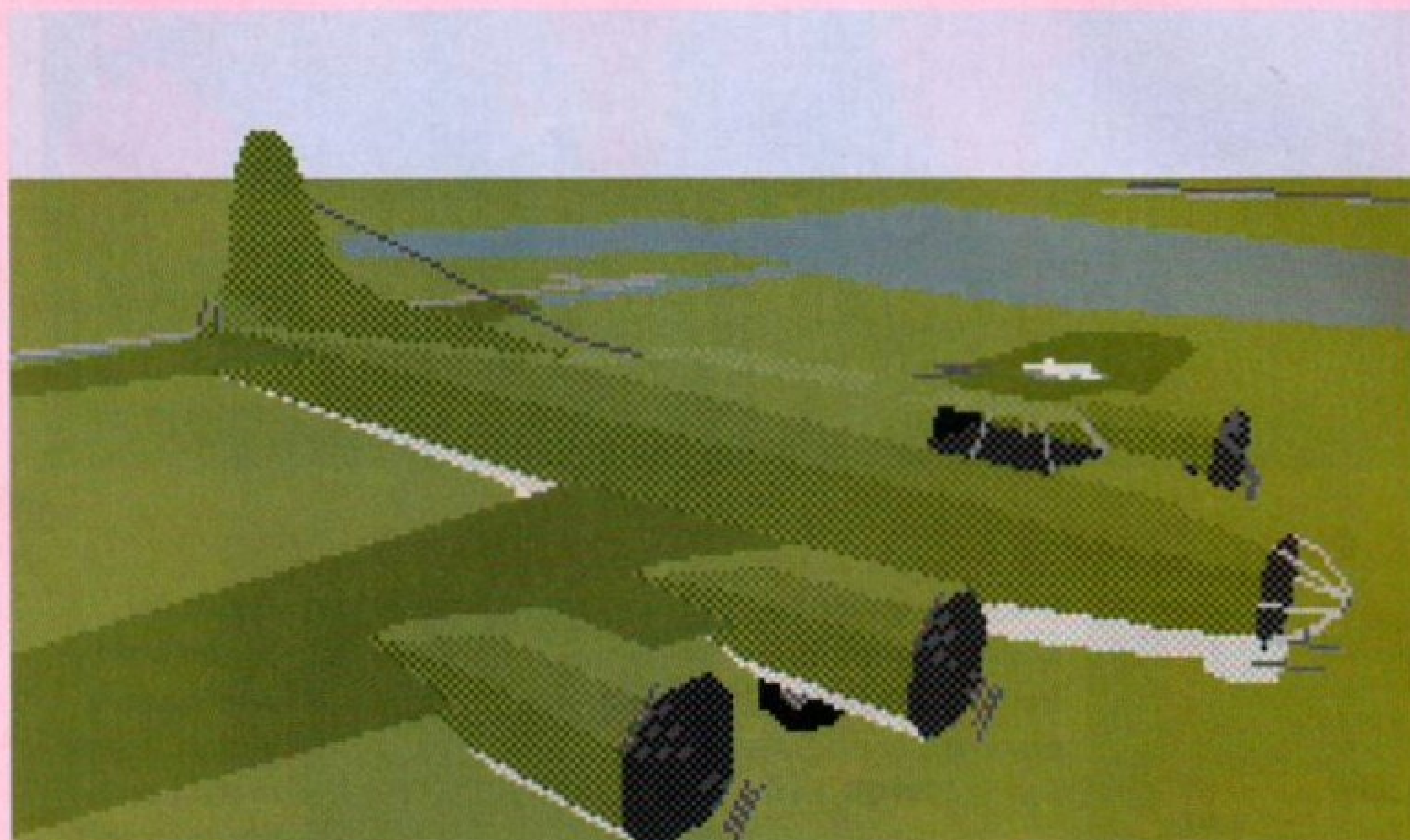
Be prepared to wait a while, because both of the demos have been heavily compacted and so take longer to load. *Disposable Hero* needs a joystick in order to play it, while the *B17 demo* really does need a full keyboard.

You may have noticed the other drawer, Amos_Material. This has a sound sample and music track in it, for use with our *AMOS* programming Coverdisk. More instructions for using this can be found on Page 109.

I very much regret that there was no room on the disk for any Public Domain, shareware or programs from readers. However, last month there was no commercial game demo on the Coverdisk at all.

In order to get a good balance, we had to put two demos on this month's disk. The good news is that this summer there will be a special twin disk version of *Amiga Format*. As well as a game demo, there will be lots and lots of programs for creativity, especially (but not limited to) music composition.

We do take account of what readers ask for, and also what they submit to us for possible inclusion on the Coverdisk. So don't worry, we're not about to break the fine balance between games and not games coverage – this is a one off, two demo Coverdisk!



***B17* leaves planes as indistinct blobs. As your viewpoint zooms up, all the lovely detail that the artists took pains over become apparent. The gun turrets rotate, the bomb doors open, and the flames and smoke are excellent.**

THE DISK WILL take a while to load. The reason for this is that the main file has been compressed with *Powerpacker* – that's why the mouse pointer flashes for a while after the disk has stopped. A few moments after that, the *B17* logo should appear, and about 30 seconds after that, the demo tells you to press any key (including the fire-button) to start playing.

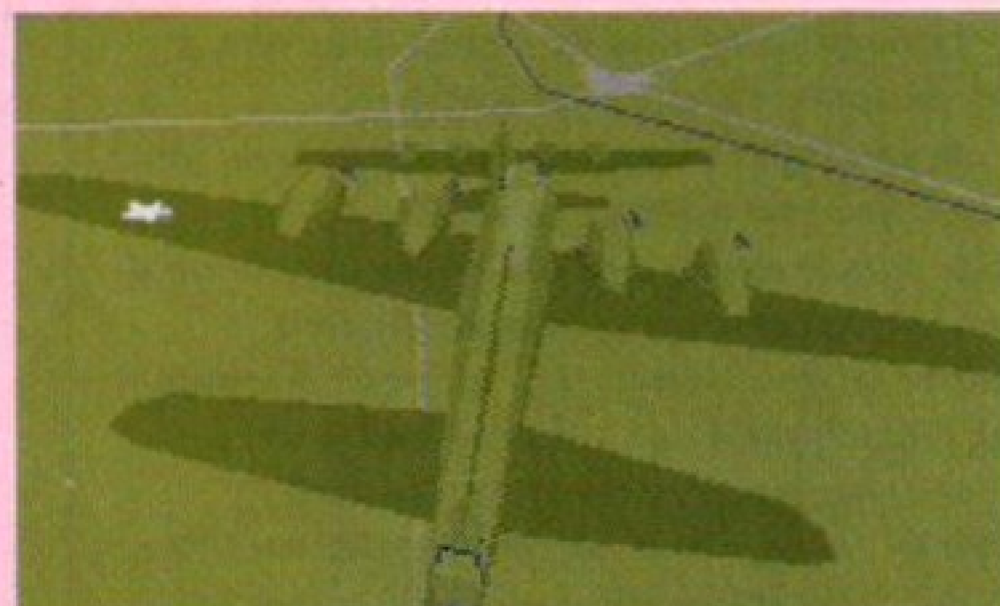
In the demo, you are in one of a pair of B17s, heading for the docks at Antwerp. You can view the target by pressing Shift and F8 simultaneously. At the start, you will be in the pilot's seat, looking out of the window at a trio of on-coming Focke Wolf 190 fighter planes. Moving the joystick will have absolutely no effect whatsoever.

Should you wish to ignore the threat, then pressing I will take you to the instrument panel, which can be scrolled left and right by pressing the square bracket keys. Pressing W will get your head up again.

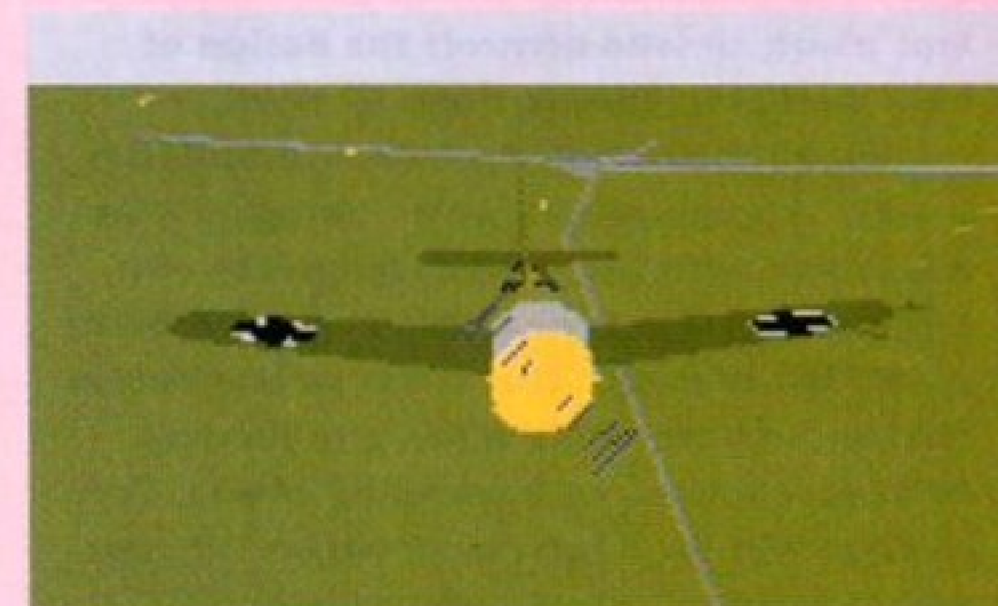
You can't actually alter any of the controls, because the computer is in control of the position (there should be a small computer icon at the bottom left). To move between computer and manual control, press I again.

When the computer is in control of a position, it will make decisions for that position. Because fighters are spotted from different gun turrets, you will see reports from the crew appearing on the screen. To view through the other planes, press the Z or X key. When you are back at your plane, you will be inside it, rather than outside it.

Then it's time for some combat. Press F1 to go for the chin turrent, or F5 for the top turret (the fighters always start from the same place). Press M to get manual control, and use the cursor keys to spin the turret around. Get a fighter in your sights, and press the spacebar to let rip with the machine-guns.



The easiest way to die is to crash into the other bomber – mid-air collisions are common in *B17*.



Here's an external view of a FW190, taking no notice of a stream of bullets from the bomber's gun turrets.

Alternative keys?

Not all Amigas actually have numeric keypads in order to use the outside views often found in flight sims. A600 owners are forever complaining that they can never get to the whole flight sim because of it.

All right, fair cop, the demo doesn't let you get at the outside views. But, A600 owners should be very glad to hear that the full version of *B17* includes a set of keyboard alternatives for those without numeric keypads. Amazing isn't it – somebody actually thought of all those frustrated people and did something about it. See, you do count!

Need some help?

There are an awful lot of keys to master in this game. So here's the built-in help screen, printed fairly large, for those who hate stopping their game while attempting to play it.

Note that not all the keys are listed here – for instance, the numeric key controls to move around the outside views are not listed. So be prepared to mess around a little bit.

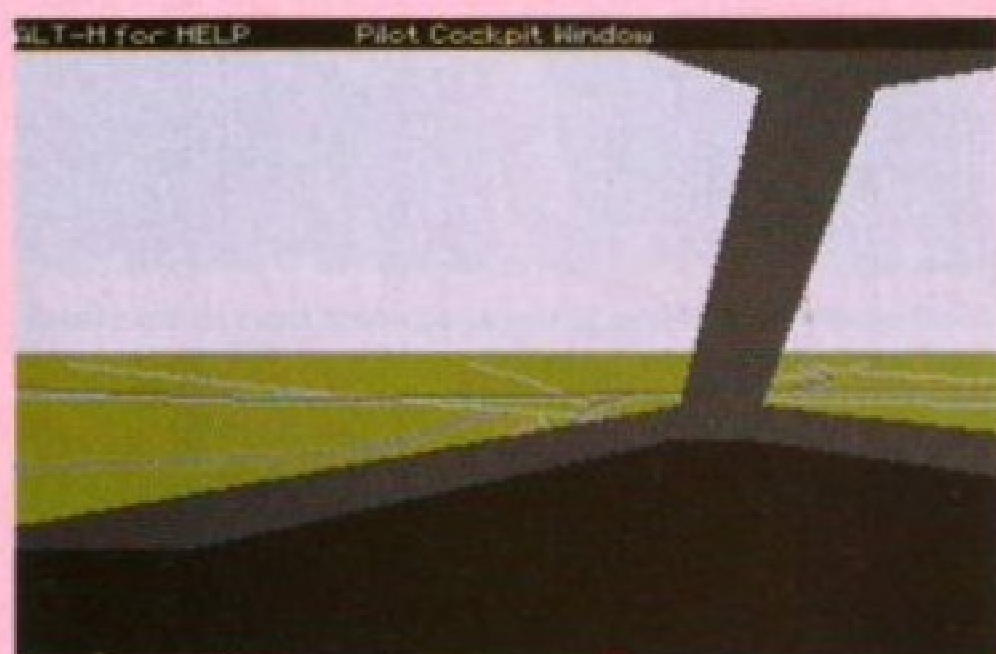
Oh, and if you think the demo is complicated, you should see the full game. *B17* lets you command your crew on tasks like fire fighting, first aid, and swapping them around the aircraft to get all crew trained in all tasks.

```
AMIGA FORMAT B17-FLYING FORTRESS DEMO
Brief Key Guide
General Keys:-                       View Keys:-

CTRL-Q      Quit Demo                E         External View
M       Manual/Comp. Control         W         Window View
ALT-M Movie Mode                     I         Instrument Panel
P       Pause On/Off                 Z/X       Next/Prev Aircraft
U       Unjam Guns                   F1        Chin Gunner
SHIFT+CURSORS                        F2        Navigator
        -Gunner Fine Tracking        F3        Pilot
NUMERIC                              F4        Co-Pilot
KEYPAD-Control External View         F5        Top Gunner
                                     F7        Ball Gunner
Flight Keys:-                        F8        Left Waist Gunner
                                     F9        Right Waist Gunner
G       Gear Up/Down                 F10       Tail Gunner
F       Flaps Up/Down                C         Crew Comp./Action
+/- and 1-4  Inc/Dec Power           Shift F7  Tactical View
ALT and 1-4  Fire Extinguisher       Shift F8  Target View

ANY KEY TO RETURN TO THE DEMO
```

For those people who need help screens in print, these are the keys to control the *B17* demo.



E gives you the incredible outside views, while W puts you straight back into the cockpit.

Win an Avirex flying jacket!

How would you like a genuine flyer's jacket, as worn by airman all over the world? How about a finished, complete copy of *B17* itself? The first entry drawn from a bomb bay wins the jacket and a copy of the game, the next 10 entries drawn win the game.

Interested? All you have to do is find out the correct answers to these three questions, write them on the back of a postcard, and send it to; 8th Airforce Compo, *Amiga Format*, Future Publishing, 30 Monmouth St, Bath, BA1 2BW.

RULES

No members of Future Publishing, MicroProse or their immediate families will be allowed to win anything. Entries sealed inside envelopes will be discarded – the back of an envelope is fine. The closing date for the competition is Wednesday 2 June. The judge's decision is final.
No correspondance will be entered into.

Questions

1) The B17 had a bombsight that could 'drop a bomb into a pickle barrel'. What was it called?

a) The Norden.
b) The Pave Tack.
c) The Teasmade.

2) Name two kinds of long range fighter planes that escorted the B17 on bombing raids:

a) P47 Thunderbolt and P51 Mustang.
b) Tom and Jerry.
c) F14 Tomcat and F15 Eagle.

3) What sort of armour did B17 crewmen wear to protect them from enemy ground fire?

a) G-Suits.
b) Flak Jackets.
c) Easter Bonnets.

I bet you'll miss! Getting the deflection angle right – the point where a bullet and fighter occupy the same space – is very difficult. It is possible, but it is more down to luck than skill, at least at first. Oh yes, don't gun up the other bomber – otherwise the odds go up from 3-2 to 3-1, but not in your favour.

The best defence is a good offence. Learn to switch to the right turrets as the planes swing past you – you're more likely to hit when planes are closing, but if you fire at them while they are receding you are improving your chances of shooting them all down and making it to the target.

If you want to, you don't actually have to control anything. Simply flip around the different positions (all the F keys except F6, the radion room, which isn't in the demo). Alternatively, if you want, try pressing the left Alt key and M. This puts you in director mode, dramatically speeding up the action just to show the interesting bits.

It's time to try some flying. Press F3 to get back to the pilot's seat, press X if you are still looking at the instrument panel. Press M to turn off computer control and try pushing left or right for a moment. Pull back to lift the nose, and forwards in order to dive

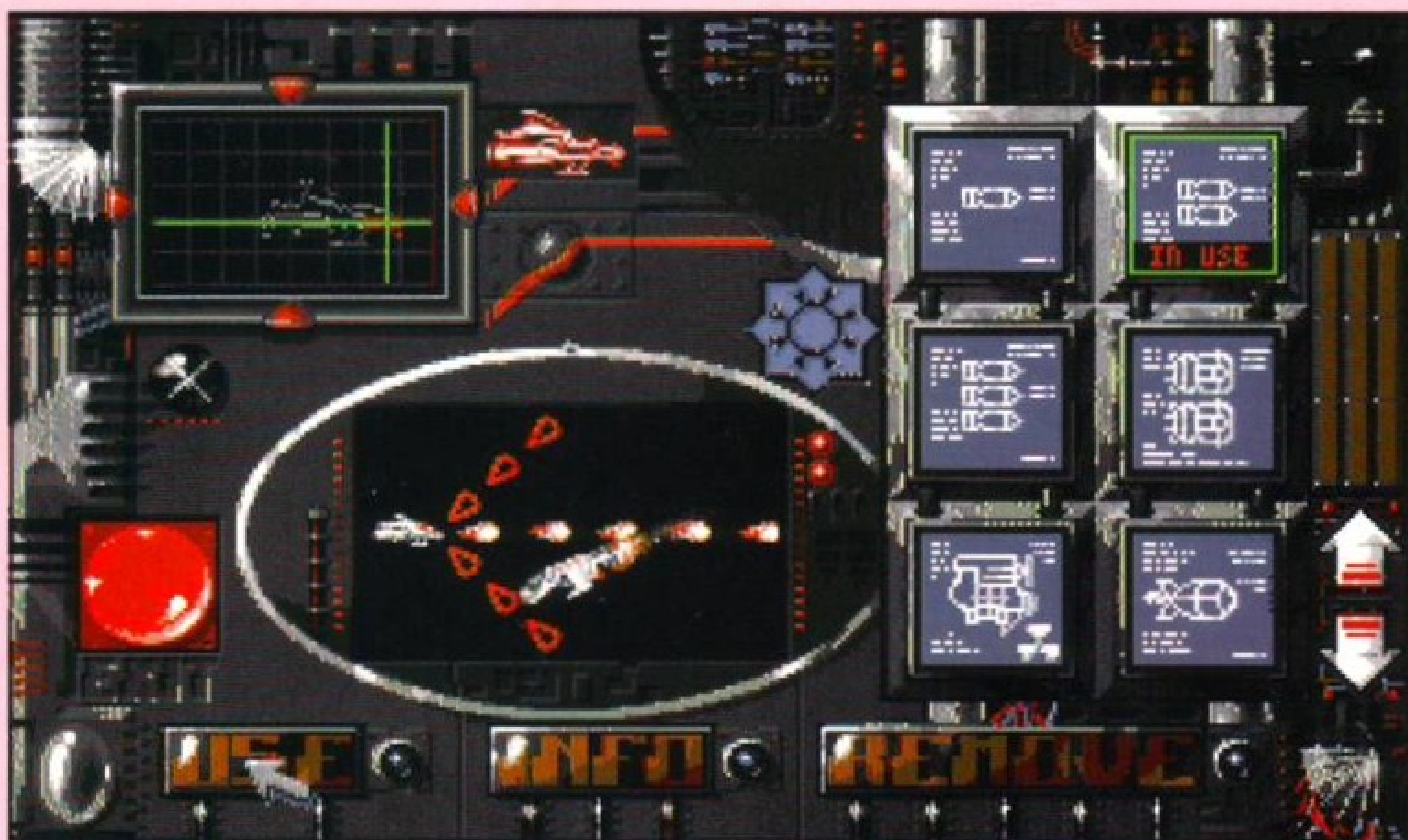
Try not to pull the wings up above 45 degrees. Remember, you are carrying a full load of bombs, and fully laden bombers are not very aerobatic. Alternatively, fly the thing into the ground as often as you like – it's the ideal way to find a weak spot in a plane's flying characteristics.

Speeds above about 350 knots are not recommended, since your plane's wings will fold up and fall off, leaving you in a very tricky position. Don't worry, it's not long before you hit the ground. If you want to quit the demo, press Ctrl and Q, then Y to confirm.

As the enemy fighters attack the formation, some of your crew may become injured, or fires may be started within the aircraft. In the full game, you can assign crewmen to treat wounded personnel, extinguish fires, unjam guns, manually wind open or close the bomb bay doors or retract the landing gear. One thing about flying a B17, there sure is a lot to do.



Welcome to the office of a B17 bomber. Most of the dials and controls are not needed for the demo. Central dials worth knowing are; the radio compass (below and right of the leftmost red button); the artificial horizon (to the right of the radio compass); and the altimeter, airspeed indicator, roll indicator and rate of climb/descent (next dial row down).



Welcome to the inside of the shop. You can get to this screen within a few seconds of starting the game – it makes sense to trade up to better weaponry. It's guaranteed that you will need it.


That weird blue thing is the shop. Just land in the dome, and you will be taken straight to it.

Disposable Hero

Euphoria/Profile ■ PAL/NTSC

THIS IS NO run-of-the-mill shoot-em-up you know. What do you mean, you don't know what that means? Where have you been? Alright, essentially you press fire button to start, then use it to blast hordes of alien mutoids into oblivion. Oh yes, you can move your ship around with the joystick. All you've got to do is keep moving right and deal with any champions (tough bad guys who hang around) on the way. Still sounds a bit old hat?

Well, there's a few old favourites in there, like power-ups (to increase your fire-power) which you buy at a shop. Shops are blue shimmering domes – just land in the middle of one and you go to the shop. As you can do this almost immediately (whoops, mind them horns from the ceiling and the ground) it makes sense to trade up to twin fire straightaway.

A lot of people really love this sort of game, due largely to the simplistic horrific violence of it all. Other more refined arcade players tend to get bored of having to follow the same old routes to get to the same safe points. Avoiding the same old aliens who pop up at the same old places is regarded with horror by players who grew up with *Defender* rather than *R-Type*.

Most games of this type have one correct path, a sort of thread that you have to follow through the game without deviating one pixel. *Disposable Hero* is much more flexible. There are specific danger zones to avoid, but there is a great deal more freedom of movement in this game than is usually the case (see below, 'Beating the first champion').

The storyline goes like this. In the year 2867, after many wars have been fought, there exists an elite group called D Hero. Their task is to locate and retrieve blueprints of weapons systems, lost during the wars, to re-equip their fleet of spaceships. The blueprints are scattered all over the planet, and D Hero must risk life and limb in the search for them. Only when all the plans have been found can D Hero retire in peace... Or can he?

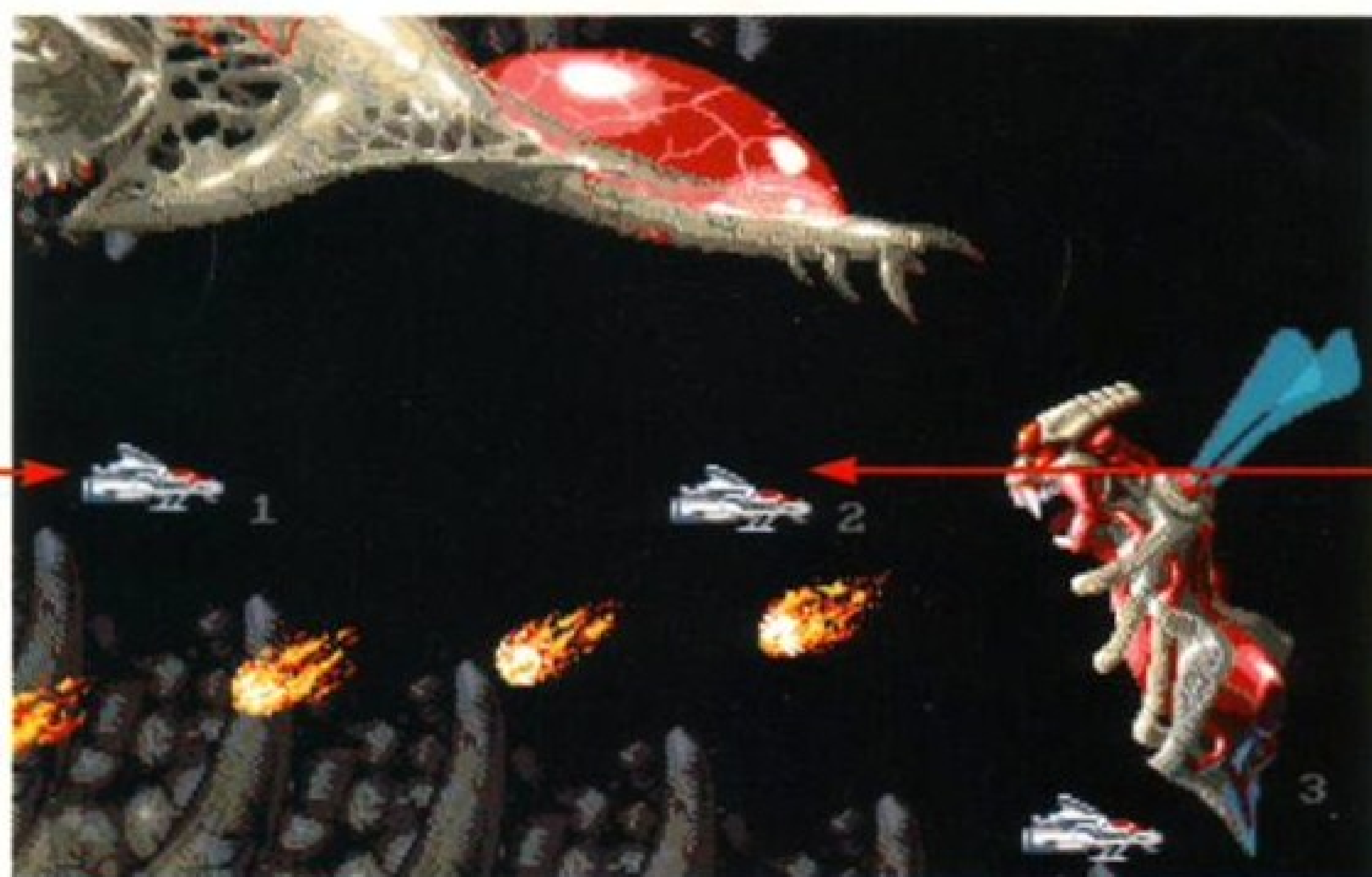
Sounds like a sequel's being planned before they've even finished the first one. To be honest, the Euphoria programmers (Mario Van Zeist, Arthur Van Jole, Hein Holt and not forgetting Laurens Van der Donk) are really very good at taking simple game concepts and polishing up the gameplay as much as possible.

Other games by them include *Flimbos Quest* and *Hawkeye*. At present, they're busy churning out new levels and adding ever-more sophisticated means of mass destruction. *Disposable Hero* is due for general release at the end of May/beginning of June. We hope to see it very soon indeed.

This demo does not work on a CDTV. Hopefully the full game (which is still some time away) will. You can try loading it, but after about a second the new bits of screen corrupt, and the machine falls over and dies. It seems a pretty superficial fault (bad memory handling) but it's there, so be warned.


Don't go heads against the enemy – the shield indicator (top right) will go down very quickly to zero.

BEATING THE FIRST CHAMPION – PLAY IT SMART!



Brave but dumb. The fireballs are no problem, but hatched aliens are.

This player is suicidal. Hanging around here is a ticket to oblivion.

Smart play! Just dive at the bottom right of the screen, and come up for pot shots.

25 FREE COPIES UP FOR GRABS!

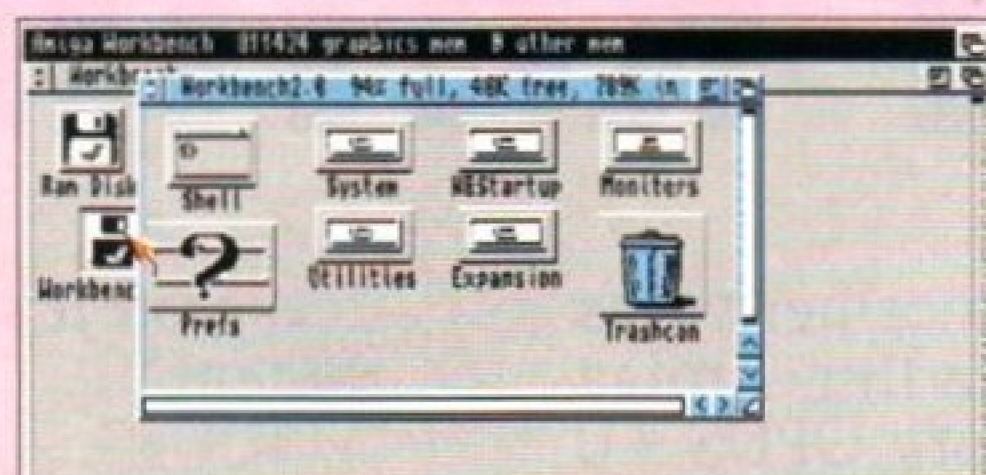
So, you like *Disposable Hero*. Would you like a copy of the finished game? Just send in the approximate length of time (in seconds) it takes to finish the level on the Coverdisk. Postcards and envelopes are the preferred means of entry. Send your entries to; I Love D Hero Compo, *Amiga Format*, Future Publishing, 30 Monmouth St, Bath BA1 2BW, to arrive before the second of June. Normal Future competition rules apply (see previous page).

Using Your **Coverdisk**

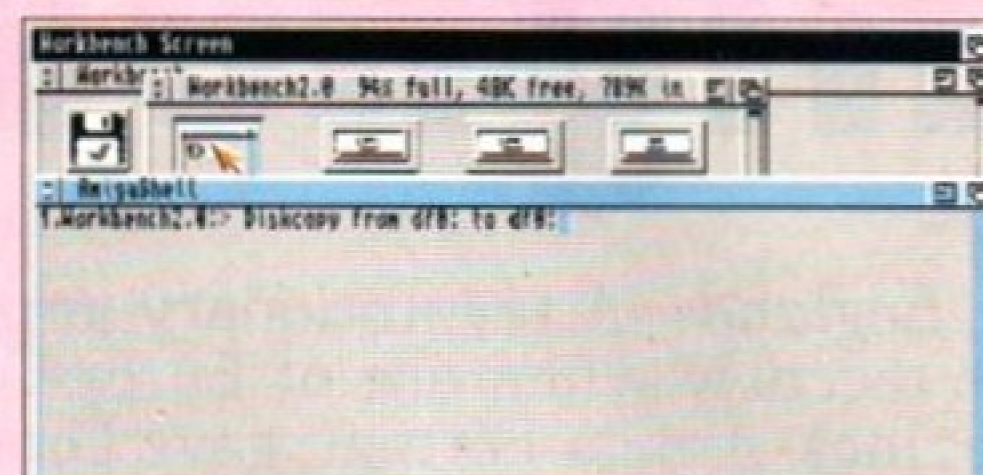
1. Always write-protect your Coverdisk. Move the tab so a hole is showing.
2. Copy the Coverdisk and use the copy, not the original. This may sound like a complicated task, suitable only for techno buffs, but it's surprisingly simple to do, just follow the simple instructions for copying the disk which are given below.
3. Read the instructions when using the programs.

Backing up your Disk

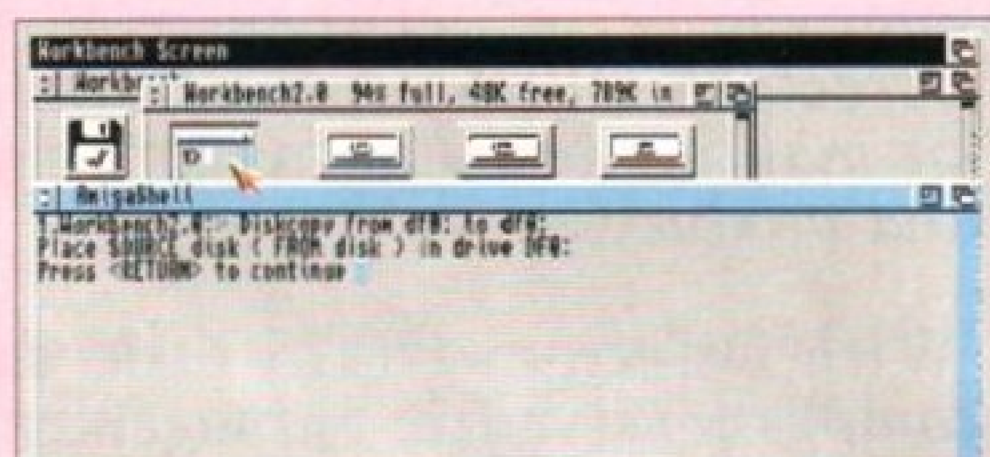
There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think. Just follow these simple steps…



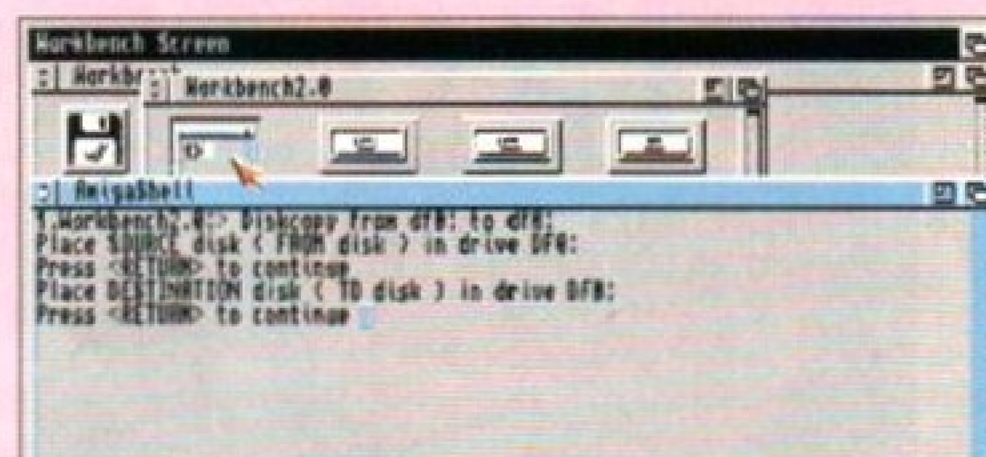
1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



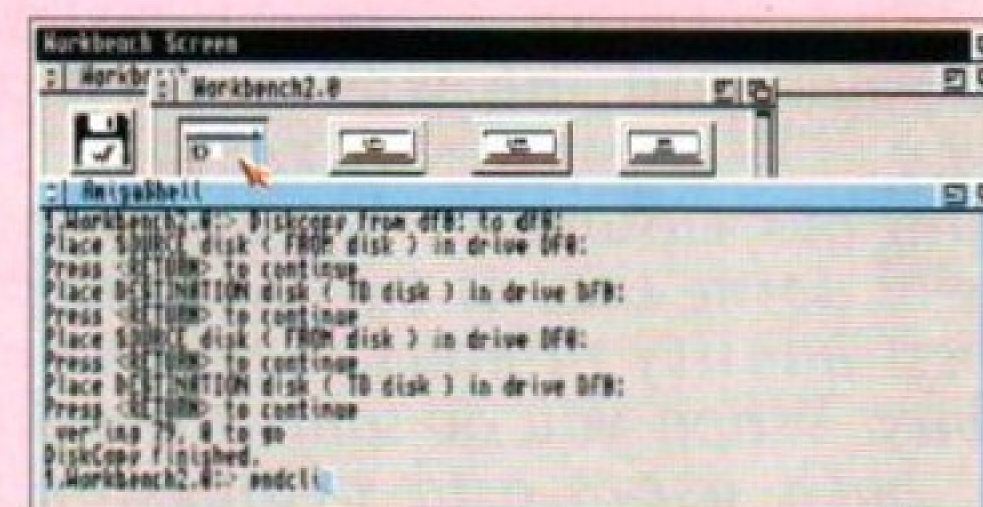
2 When the Shell window appears and the drive light is out, type in (DF0 as in Zero, not DFO as in Oops):
`Diskcopy from DF0: to DF0:`
and press the Return key.



3. The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4. Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the 'Destination' disk. Put the disk you want to copy your Coverdisk on to in the drive and press the Return key. Note that the disk does not need to be formatted already.



5. Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:
`endcli`
to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

DISK PROBLEMS?

If you have a problem with the disk – and you're sure the disk is in full working order – then you may need a little help. If you ring us on any Tuesday, and ask to speak to Pat McDonald, he will do his best to help you. Please understand, giving this sort of advice is time-consuming and we are very busy people, so only call if you really have to and do be considerate if we can't talk to you just then. If the problem is particularly complex it is better to send it to us in written detail. It will then be dealt with in the Workbench pages of the magazine.

BE CAREFUL!

We have done our best to check that all of the programs on the ***Amiga Format*** Coverdisk are simple to use and have no viruses. We cannot usually answer complex telephone queries on the software (see the Disk Problems? box) and we do not accept liability for any consequences of using the numerous programs that are on the disk.

COPYRIGHT

Unless it is specifically stated, the programs on the Coverdisks are not in the Public Domain and the copyright remains with the copyright-holder of the program.

Because some of the programs on the Coverdisks are not PD, selling or distributing them without the copyright-holder's specific permission is against the law.

Disk not working?

We duplicate nearly 500,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

First try using the *DiskDoctor* utility on your Workbench disk to rescue it before sending it off for a replacement. In-full details of *DiskDoctor* can be found in the user's manual that came with your machine.

However, if your Coverdisk is in fact faulty, you should send it back INCLUDING A STAMPED, ADDRESSED ENVELOPE for a free replacement within one month of the cover date to:

Amiga Format June Disk
Disk Copy Labs Ltd
Units 2&3
Omega Technical Centre
Drayton Fields
Daventry
Northants
NN11 5RT

NEWS brief

SOFT TOUCH FOR GVP'S BOARD

The IV24 board from GVP has undergone significant software changes. Central to the updates are the new versions of *MacroPaint* and *Caligari 24* which accompany the board. Two new pieces of software are also included: a transitions package for video and presentation work and an image capture program. GVP claim there's a major advance in the professional capabilities of the board. Expect a full review of version 2 next issue. Existing users can upgrade for $149, by calling GVP on 0101 215 337 9922, or UK dealers Silica on 081-309 1111.

IBM NEED THE AMIGA

IBM launched their OS/2 For MultiMedia operating system at the Hannover CeBit Fair. Because multimedia is a visual subject they had a huge video wall, powered by... an Amiga. *Scala MM210* was used for the presentation.

You'd be forgiven for thinking this was a bizarre one off, but no! At their mainframe production site in Minessota, Big Blue have a permanent Amiga *Scala* set-up for multimedia presentations.

It just goes to show you that there are some things the PC just can't touch the Amiga for, and multimedia is one of them.

Scala 0920 444294.

GOLDEN GATE BRIDGEBOARD UPDATES

Vortex are offering software upgrades to existing users of their 386SX and 486SLC emulators. New software enables the use of Amiga floppies as PC drives. Either PC or Amiga windows can be speede up or slowed down which means less or more processing power can be devoted to the emulation under multitasking. Send two blank floppies and 10 IRCs to Vortex, 3855 Richmond Ave, Suite 138, Staten Island, New York 10312, USA.

HI-SOFT AND AVR MERGE

Hi-Soft have purchased Audio Visual Research, and are now taking over all of AVR's current and future projects. What this means is that all hardware will bear the AVR name, while all software will go under the Hi-Soft monicker. AVR make the StereoMaster, Clarity 16 and VideoMaster hardware which is marketed by Microdeal. This will continue for the forseeable future.

Sumner resigns

KELLY SUMNER, MANAGING director of Commodore UK has announced that he is to leave the company. The split – which is amicable – sees Kelly moving to Gametek, an American software house just launching its European operation. Sumner is to head Gametek's marketing in Europe from the UK and ***AF*** wish him the best of luck. Of more concern to Amiga owners is what the move means for Commodore. ***AF*** spoke to PR manager Dawn Levack, who said that in terms of strategy and policy there would be no swift changes of direction.

Taking the helm at Commodore will be David Pleasance who will be head of sales and marketing, and Colin Proudfoot who will take care of finance and operations. Both will hold the title of general manager. As ***AF*** interviewed Kelly when he became MD we got his parting comments in an interview shortly before he announced his departure. You can read it on Page 20. Next month we'll be interviewing David Pleasance.



Kelly Sumner, head of Commodore, has announced his resignation.

Ocean burn rubber



Hooray! Another 3D driving game! We can't get enough of 'em...

FROM OCEAN COMES news of two new Amiga titles for release in June/July. *International Open Golf Championship* is, somewhat unsurprisingly, a golf game, which boasts arcade-quality action and graphics. Well, it'll have to be good to beat *Nick Faldo's Golf.* The second is a 3D arcade-style car racing game called *Burnin' Rubber*, previously known as *Hot Hatches.* The pair add to the list of titles planned for the coming months from Ocean, including *Universal Monsters* and *FA Premier League.*



Due to bad bug conditions the 2:15 to *Universal Monsters* is experiencing some delay...

Jakki and Indi launch campaign



Radio One DJ and computer enthusiast Jakki Brambles gives her support to mail order firm Indi.

LEADING MAIL ORDER firm, Indi Direct, have launched a new campaign to ease any worries the public have about buying hardware off the page. The campaign is spearheaded by Radio One's Jakki Brambles whose show includes a regular computer games slot.

Indi are aware that consumers have had, or have heard about, bad experiences with mail order companies, or that they may simply be wary of paying for goods they have yet to see. Indi, though, intend to prove that mail order shopping is as safe as any other method – as well as more convenient and competitive.

Indi are a reputable mail order company who consult the Advertising Standards Authority regularly and observe their code of practice. Jakki Brambles will feature in Indi advertising and as a keen computer enthusiast, will help explain the safety nets put in place to ensure that no Indi customer ever gets anything but 'exemplary service'. Jakki commented: "People are cautious about mail order. We've heard stories about occasional fly-by-nights, but as part of a long-established computer firm, Indi's expertise and experience ensure it is the number one choice if you're looking for value, reliability and choice".

At Indi, Craig Saddington said: "We're delighted Jakki is going to be helping us. We are anxious to do all we can to polish up the image of mail order. Indi will also be at the *Amiga Format Live!* show (May 7-9) on stand 208, where their main offering will be A1200 HD systems, all officially approved by Commodore (UK) and carrying full on-site warrantee with Wang (UK), Commodore's service agents. Also supporting Indi will be Panasonic (UK) and Microbotics (INC) USA. Indi will be offering some great 'instant credit' deals, so be sure to visit the stand."

A plenitude of PD



17 Bit have released their extensive back catalogue on CD. At a time when CD releases are few and far between this is a real stormer. Costing £39.95 for two disks the package delivers over a gigabyte of quality software. Imagine all the classic demos from the likes of Red Sector, Rebels, Crusaders, and LSD along with thousands of fonts, clip art, utilities, serious packages and games. The disk is produced by Almathera who have the *CDPD* and *CDPD2: The Demos disks* to their credit, and four more CD Amiga titles planned for 1993. The disk is worth buying an A570 for, especially at the new £149 price. 17 Bit 0924 366982/Almathera 081-683 6418.

Is this the new Amiga?



COMPUTER LEISURE INDUSTRY newspaper *CTW* has run a cover story about a secret new Amiga. The story came out at the European Computer Trade Show and Commodore discounted it as 'rumour and speculation'. There is no doubt that it was, but they failed to deny whether it was true. The machine was described as AGA driven, with a CD drive and floppy disk connectivity. Sound familiar? If you recall *AF* predicted the Amigas of the future in Issue 42, and one of them was an AGA CD console. *CTW* claim it will be on sale before Christmas; let's hope so.

Psygnosis say they are devoting increasing amounts of development resources to CD projects. While some feared that this indicated a move towards console development, it may be a reaffirmation of their commitment to the Amiga. At present, we can only wait.

In the January issue of *Amiga Format* we speculated about the existence of an Amiga CD console. Recent rumours suggest we may have been very near to the truth.

DIY CDTV



Alistair in Space will be reviewed next issue.

ALTERED IMAGES are Jonathon Bordoli and Jeremy Moss, who have produced a CDTV title in their spare time. *Alistair in Outer Space* is an educational title involving a story and some games. The guys have spent nearly two years producing the title at nights and weekends. Any interested distributors out there, give Altered Images a call: 071 934 3456.

Re calculation

AFTER 14 MONTHS of advertising in Amiga Format, Calculus are making changes to their Database system due to massive demand for the official Commodore Amiga hard drive with 12 month on site warranty.

Andy Rowe, Calculus' Operations Director commented "It's a absolute nightmare, frankly our Database switchboard has been almost unable to cope with the demand from *Amiga Format* readers and changes have had to be made."

From now on Calculus will be advertising their specialist Amiga dealers on a separate page in each issue of Amiga Format. Previously callers would ring a central telephone number to be told of their nearest dealer. Andy Rowe again: "With our policy of 100% concentrated advertising in Amiga Format, Calculus has grown to be the largest chain in the UK, with the new system readers can have direct access to our top Amiga specialists offering real nationwide coverage."

Multi Core



Bubba gets to grips with Stix, above, while below sees *Blastar* in action. Core!

CORE DESIGN HAVE a whole host of games in the pipeline and are due for release later this year. The first looks like being the long-awaited *Darkmere,* an isometric 3D fantasy adventure, which should be released in the early summer months.

Then comes four midsummer releases: *Blastar,* a multi-directional shoot-em-up similar to the coin-op *Sinistar; Bubba 'N' Stix,* an animated adventure starring Bubba and, erm, Stix; and *Wonder Dog,* which is an eight-level horizontal platformer.

Lastly come two sequels: *Heimdall 2,* an arcade-style RPG which sees Heimdall warring with his eternal enemy Loki; and *Curse of Enchantia 2,* an adventure involving a mad inventor, his time machine, and a chap called Boris. You'll have to wait until *Enchantia 2* though. Core Design 0332 297797.

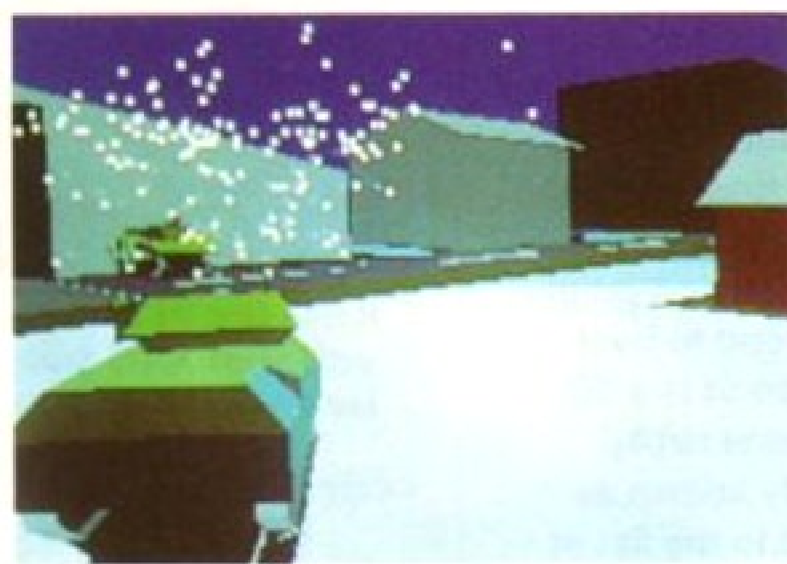
Empire make waves

EMPIRE SOFTWARE ARE to release a game designed by futurist designer Syd Mead. *Maelstrom* is the story of a soldier who discovers that his employers, the Syndicate, are planning to achieve total galactic domination without concern for human life.

The weapons screen from Maelstrom, designed by futurist Syd Mead.

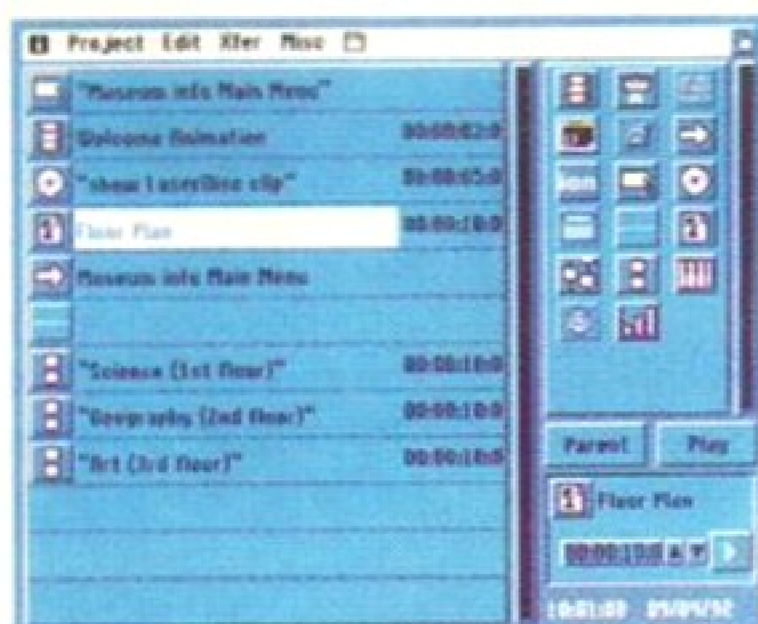
The news of this release follows last month's report that Mead is to add his ideas and expertise to the forthcoming game from Cyberdreams, called *Cyber Race.* He's certainly a busy man, so let's hope that his games are of a similar quality to his films, which include such classics as *Blade Runner, Alien* and *Tron. Maelstrom* is to be released in May.

Also from Empire in May comes *Twilight 2000,* a 3D strategy game combining isometric and first-person views. Available in both A600 and A1200 versions, the game has loads of different missions and promises months of gameplay. Empire 0268 541126.



Twilight 2000 is a 3D strategy game heading your way this spring.

New Media



Activa have a new entry in the multimedia marketplace with *MediaLink 3.* Expect a

ACTIVA, WHO ARE the distributors of *Real 3D 2,* have a new multimedia product which they are hoping will knock *Scala* from the top spot. *Medialink 3.0* has all the features you would expect from a high-end presentation package, plus a few neat new tricks thrown in there too. A full review will follow next month.

The lucky winner of the *AF* Amiga 4000/030 competition will get a copy of *Medialink* as part of the incredible software bundle prize. Turn to 122 to enter.

If you need true multimedia power now, give Activa a call on 01031 20 6911914.

Amiga Monopoly



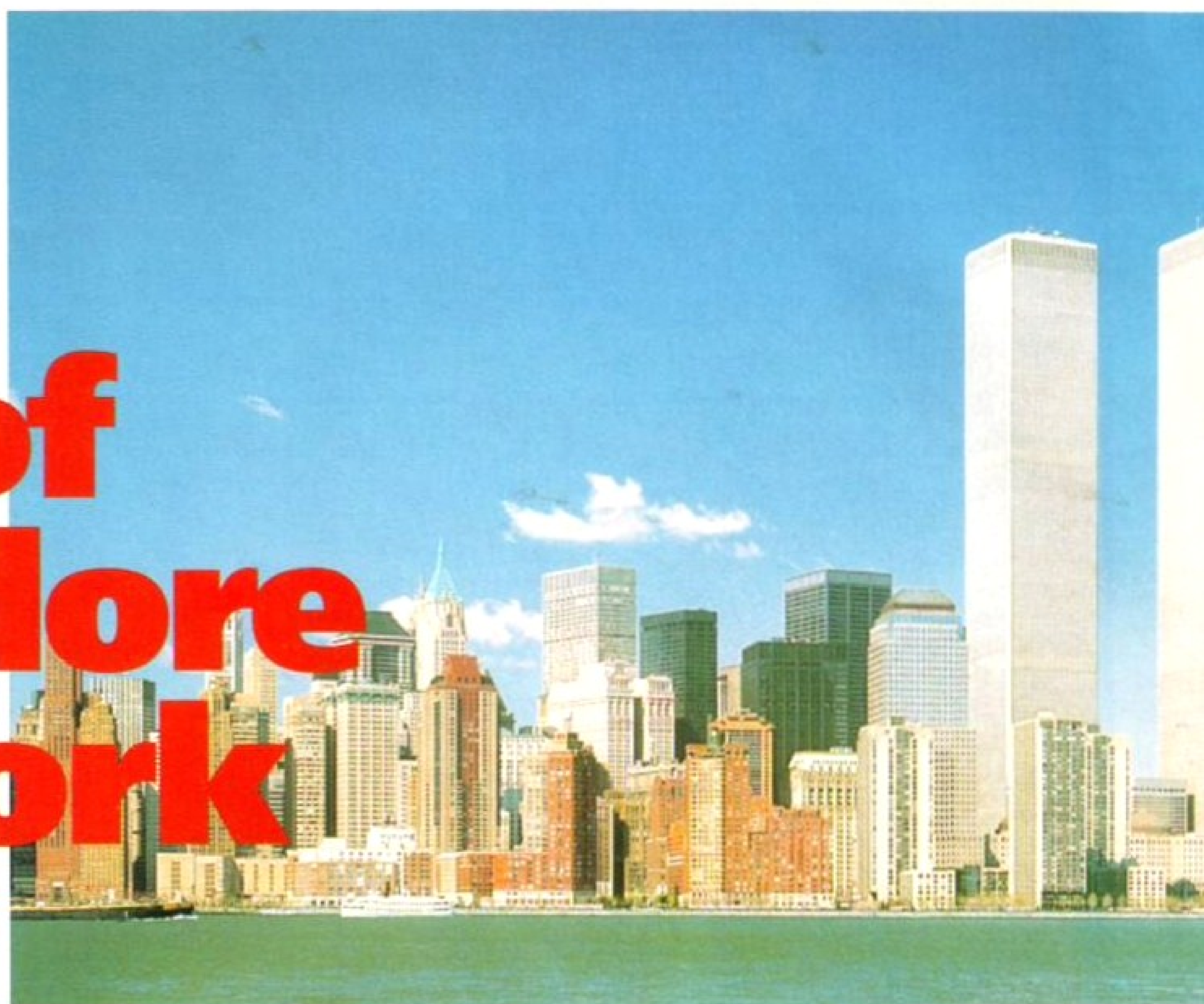
Is it time for a Monopoly? See issue 48.

BOARDGAME GIANT WADDINGTONS, are branching into computer games by converting their classic boardgame Monopoly to the Amiga.

Their new computer games division is called Supervision, which is run by the same people who founded Leisure Genius in 1984, the first company to produce Monopoly for the home computer. Supervision promise that Amiga *Monopoly* will improve massively on the original, but to find out for sure you'll have to wait until next issue and read our full review. Supervision 071 702 9391.

On the eve of the Amiga Format Live! show, **Marcus Dyson** takes a trip on Virgin Atlantic to see how they do an Amiga show New York style. The Yanks do everything bigger and better don't they?

World of Commodore New York



New York takes on the Amiga at The World of Commodore Show.

I NEVER IMAGINED that at 9.45 on the morning of my 28th birthday I'd find myself trudging across the wet and windswept streets of west midtown Manhattan. But then I never imagined that Commodore business machines would organise the American World of Commodore show to coincide so perfectly with my day of (supposed) celebration.

I didn't know what to expect as I crossed 10th Avenue at 46th Street, heading west from Times Square. Pictures of a vast and impressive arena filled my head, so when I came to the New York Passenger Ship Terminal I was a little taken aback. The terminal is a huge grey pier that extends perfunctorily into the Hudson river, an imposing concrete building that looks more like an airport for ships than a major exhibition venue. The entrance is unremarkable, a series of large automatic doors opening directly from the elevated access road straight into a medium sized venue hall. What lay inside was quite a surprise…

Americans are noted for the grand scale on which they do everything, and as the USA is the home of the Amiga, I expected this grandiosity to extend to the World of Commodore. Therein lay my big mistake. The American Amiga scene is a very different beast to that in the UK. While we have more than 1,500,000 Amigas in use over here, at the other side of the Atlantic they can boast merely 700,000 machines. And as you well know, in the UK the Amiga is very much a home and enthusiast's computer – not so in the US of A. Stateside the machine is seen as a niche market computer for use in the video and multimedia presentation industry.

In the early 80s Commodore dominated the US home computer market with the C64, but that success didn't transfer through to 16-bit machines, and the A500 was never an extremely strong seller over there. The A2000/3000, however, sold very well compared to over here, often because of its ability to accept the Video Toaster. The US games market is now a virtual duopoly for Nintendo and PC clones, with Sega coming a fairly poor third.

All the same Commodore, or more accurately Karen Jewell, had organised a very pleasant show. Over the course of the three days they were expecting 10,000 people to pass through the doors, but based on how busy it was while I was in attendance, if they were to make that target Saturday and Sunday were going to have to be very busy indeed. On the rest of this spread you will discover a few of the new and exciting products previewed at the World of Commodore, New York.

ICD

ALWAYS IMPRESSIVE FOR their hardware, ICD had a strong presence at the show, adding impact with a 'Hard Drive Café' theme to their stand. ICD's Viper 1230 – an A1200 accelerator in the vein of GVP's A1230 – is claimed by the company to offer even more speed for the price. All will be revealed in our review of it in next month's *AF*.

ICD also produce an add-on for the Viper 1230, the Viper S2 which adds SCSI2 support to this already impressive card. Using the Viper S2 it is possible to fit a 2.5-inch SCSI hard drive within the A1200 case.

Also showing on the ICD stand was what at first appeared to be a rock video, but closer inspection revealed it to be a HAM animation running on an A500 straight from hard disk. What hard disk can perform this amazing feat? The new ICD Trifecta 500 can! The top model of this drive offers 10Mb/sec data transfer via a SCSI 2 connection – that's fast. The drive can also take low cost IDE drives, and ICD claim that due to intelligent caching and quick block transfers, even their IDE drives outpace most A500 SCSI units. All will be revealed in a review soon.



ICD man John V Shoemaker dines at the company's 'Hard Drive Café'. His meal – a plate of chips, silicon chips that is.

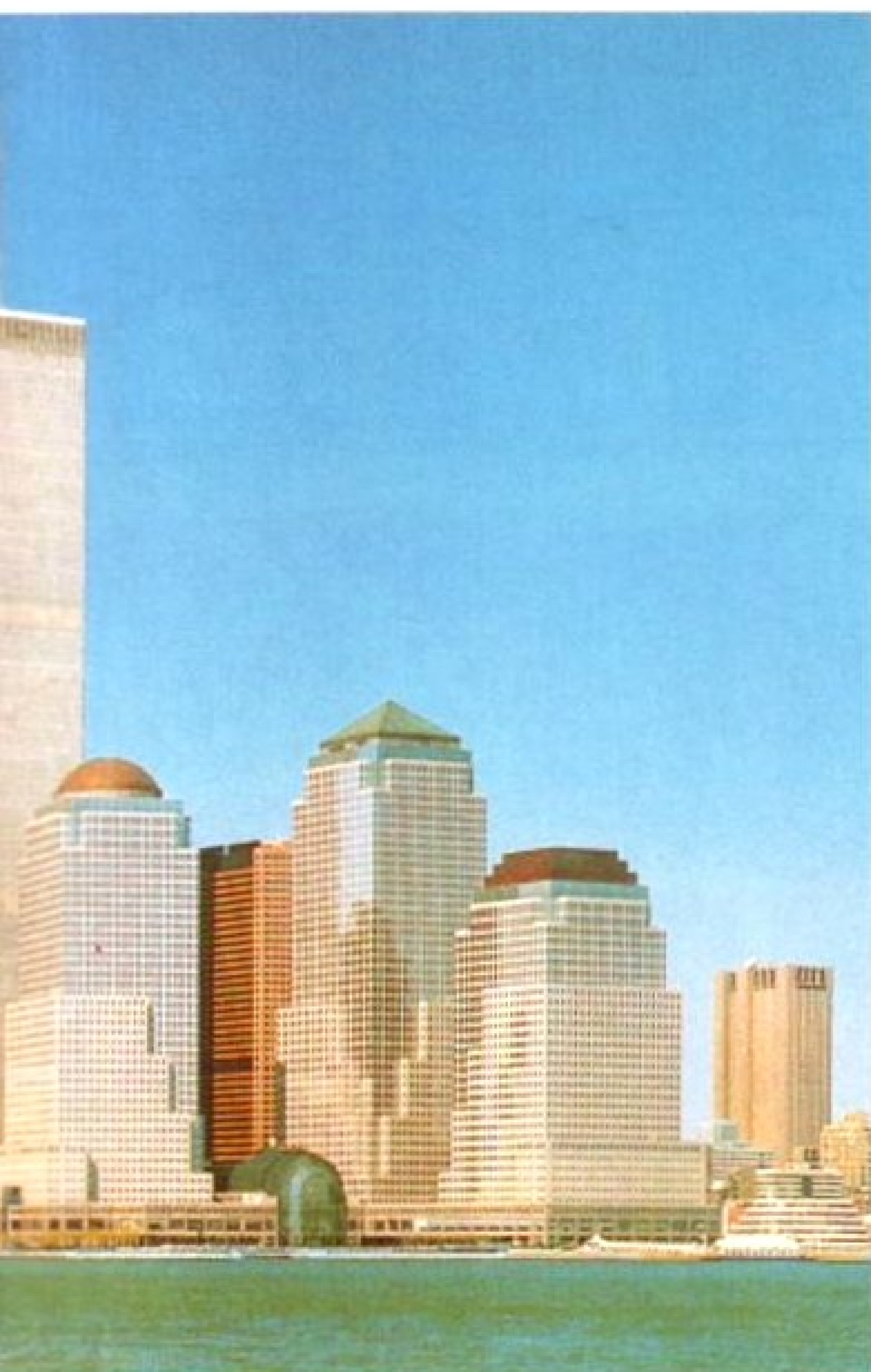
DKB

DKB are best known in the UK for their MegaChip board which allows two megabytes of chip RAM on the A500 or 2000. But at the show they were promoting two new products...

SecureKey is a plug in card that prevents use of your machine without a password, so if you keep confidential information on your A2000 or 3000, you can protect your valuable files from deletion. Before you ask – it also prevents booting from a floppy or any other form of bypassing.

Like most other hardware manufacturers, DKB are now developing for the A1200. And also like most other manufacturers, their first product is a maths co-processor board with 32-bit fast RAM – the DKB 1202. Expandable up to 8Mb of RAM, the DKB 1202 carries a real time clock.

Call DKB on 0101 313 960 8751.



COMMODORE

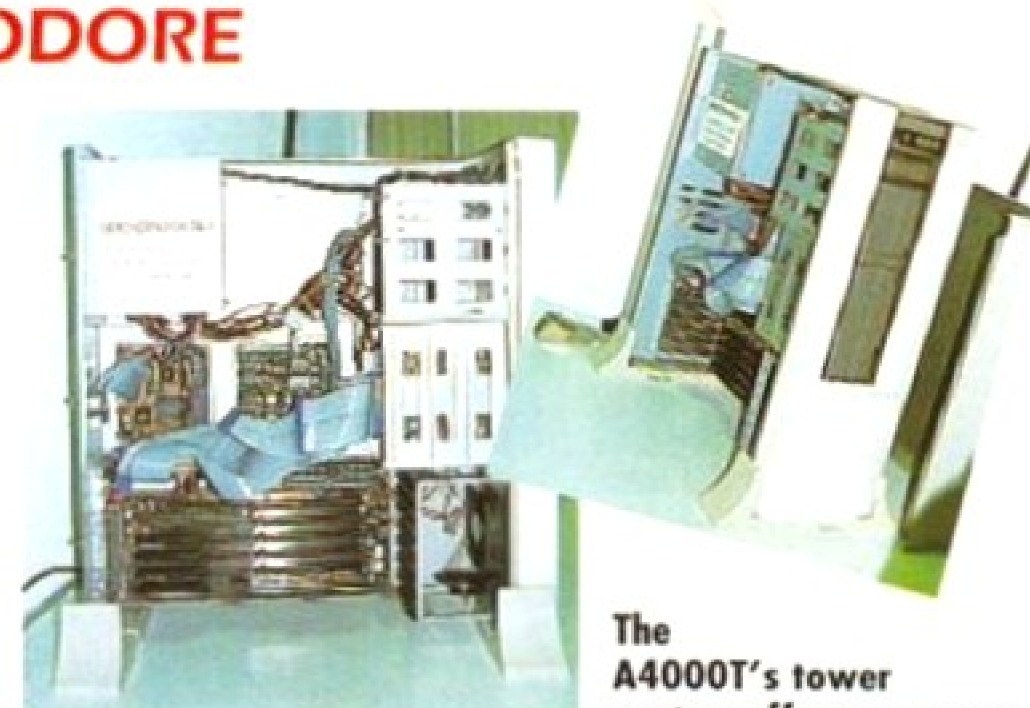


The big C had some interesting new products on their stand, as well as the usual plethora of CDTVs, A200s and A4000s. Most interesting was the A4000 running full screen, full motion video. Many people in the crowd were so used to seeing video tape or laser disk played through a window that they weren't too impressed. What we had here though was no video display card using the monitor as a TV screen, this was the real thing. Nothing stands the same likelihood of revolutionising home entertainment as FMV, and here it was running on an A4000. The secret of it all was the MPEG card which was processing on the fly data decompression and playing a HAM8 animation at 25 frames per second as it read it from the hard drive. The image wasn't broadcast quality, or that's what the guy from Commodore said, but it certainly looked as good as the reception you would get at home. The seven minute clip they were showing took up just 60Mb of hard disk space. I have seen the future, and I like it!



Full motion video running on-screen on an A4000 – the future of interactive home entertainment?

Commodore's other new product was something for those who find even the ample power of the incredible A4000/040 limiting. The A4000T gives high end multimedia users the opportunity to stuff more cards than anybody could possibly want into an impressive, but large, tower system style case.



The A4000T's tower system offers even more power and expansion for those who always ask for more!

WHITESTONE

Whitestone publish a book called the ARexx Cookbook. Hard to get hold of in the UK, this could be for you if you're struggling to get control of the Amiga's powerful macro programming language. Based around a tutorial approach, the ARexx Cookbook features a number of projects. Not only do you learn from these examples, but the programs themselves are useful utilities that you will want to keep. The book is the only one to deal with the powerful but tricky combination of ARexx and PostScript. The items are cross referenced to the page numbers in the Commodore ARexx manual too. The book is accompanied by two optional disks, one specifically for DTP use. Prices are $24.95, the book; $9.95, the first disk; $15, the DTP disk and $15 for shipping. Call Whitestone on 0101 505 268 0678.

GOLD DISK

Despite rumours that they are concentrating on the Mac and PC platforms at present, Gold Disk had a strong presence at the show. Though no new product was on show, the recent *ProPage 4* was to be seen, and Gold Disk were running tutorial demonstrations on many of their outstanding range of programs. A quick glance at their catalogue proved, as if proof were needed, that they have the most impressive range of serious software that any manufacture can boast.

GVP

What can we say about GVP that hasn't already been said? As one would expect, they were at the show in force, and displaying what has come to be known as the widest range of high quality Amiga peripherals known to man. Nothing new, but then they already had an A1200 accelerator, RAM card and SCSI interface announced before the show even happened. These guys don't waste any time. GVP are distributed in the UK by Silica on 081-309 1111.



Learn how to read and write music on the Amiga in five stages with Electric Theatre's new *Keys To Music* program.

ELECTRIC THEATRE

Electric Theatre are a new software company and they were showing an interesting program designed to teach music via the Amiga, called *Keys To Music*. The system comes in five volumes and teaches reading and writing music, rhythm, and traditional and modern harmony. The system starts with the very basics – it must do because I understood it – and progresses to an advanced level, making use of the Amiga's speech, sound and graphics capabilities to get the message across.

Electric Theatre are on 0101 215 379 4538.

MIGRAPH

MiGraph were showing their new Colorburst hand scanner, which scans 262,144 different colours. The four-inch wide scanner offers six scanning resolutions, from 50-400 dpi. There are five scanning modes: SuperColor, Color, Greyscale, MonoDither, and Mono/Line art. The software is rumoured not to be as sophisticated as *Touch-Up*, which was included with previous MiGraph scanners. Call MiGraph on 0101 206 838 4677.

SOFT LOGIK

PageStream 3 is Soft Logik's big news. While they weren't revealing any firm launch dates for the AGA version of their astounding DTP program, they were demonstrating an almost finished product on their stand. The program seems to have gone through an amazing number of changes for what most people expected to be merely an AGA version. *PageStream* could be veering dangerously close to becoming the Amiga version of Quark *XPress*, but given that *XPress* is the world's number one desktop publishing program, that's really no bad thing.

The sheet of *PageStream 3* features they were giving out at the show was too long to list, but if it's all true Gold Disk have another tough fight for DTP supremacy on their hands. When the product ships Stateside it will carry a $399.95 price tag.

Soft Logik are on 0101 314 894 8608.

OpalVision



As PR man for Commodore Australia, Howard Needleman will have his work cut out for him in July.

Centaur – distributors of OpalVision and OpalPaint in the US – had a strong presence at the show with their popular products. However, those attending the show expecting to see demonstrations of their up-to-the-minute developments would have been disappointed – they will have to wait until July 1-4th at the World of Commodore Show in Sydney, Australia for that.

New add-ons to the OpalVision main board include a frame grabber and genlock module, a quad-input production switcher, a Scan rate converter, and the Roaster Chip which enables real-time processing of live video. Centaur are on 0101 800 621 2202.

AMIGA SOFTWARE

Games marked NOP will not work on A500 Plus, A600 or A1200.
Games marked NO12 will not work on the A1200.

SPECIAL RESERVE TOP TEN AMIGA GAMES OF FEBRUARY/MARCH 1993

No	Title	Price
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Nº 2	FORMULA 1 GP	14.99
Nº 3	ENCHANTIA	12.99
Nº 4	SENSIBLE SOCCER	16.99
Nº 5	ZOOL	13.49
Nº 6	STREETFIGHTER 2	18.49
Nº 7	MONKEY ISLAND	13.49
Nº 8	CHAOS ENGINE	16.99
Nº 9	BODY BLOWS	16.49
Nº 10	LEMMINGS 2	19.99

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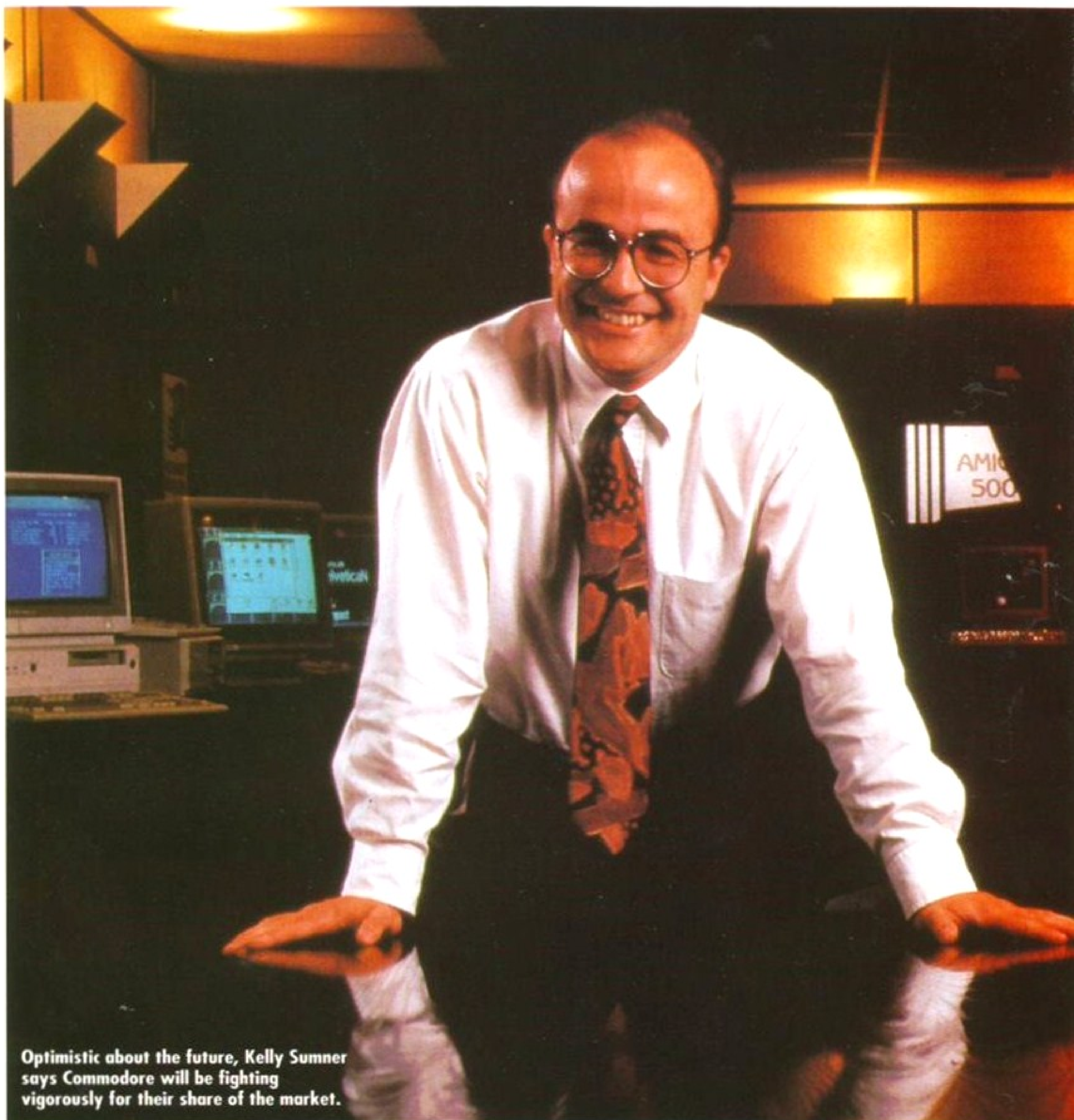
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Kelly Sumner talks back

For the past 10 months Kelly Sumner has set the mould for Commodore UK's moves in the industry. Here he reveals to **Dave Roberts** the shape of Amiga things to come...



Optimistic about the future, Kelly Sumner says Commodore will be fighting vigorously for their share of the market.

AF: Last Christmas was your first in charge at Commodore and you said it would be the best ever for the Amiga. Did it meet your expectations?

KS: I think it matched up very well. The A1200 went like an absolute rocket and did even better than I thought was possible. I was hoping to ship 25,000 units pre-Christmas and in the end we managed 43,000. For a product that didn't even have a penny spent on advertising it, that's incredible.

AF: How do you account for such a quick uptake?

KS: For a long while there has been a large body of Amiga owners that have wanted to upgrade. They've been using their machines for two or three years and they're looking to get into something a little more powerful without breaking the bank, and going for something like the A4000. The A1200 perfectly captures their mood and imagination.

It's also the first commercially available 32-bit machine. I know that the Acorn is out there, but it doesn't really have mass market appeal, whereas our price point and initial sales figures prove that ours has.

AF: Atari have now arrived in the 32-bit arena with the Falcon which they claim is the new champion of home computing. What do you make of this?

KS: Well, just compare the two machines and see what's best value for money. The Falcon is priced at £519-£999, and what sort of software do you think you are going to be able to run on it?

The Falcon is far too expensive, and how Atari can claim it as the superior home computer is beyond me. The only advantage they've got is the DSP sound chip which is ahead of the A1200. But its appeal is extremely limited – we've looked at putting a DSP chip in the A1200 but it's just not worth it.

The two products are out there now and their respective performances tell the story. The Falcon just isn't moving. It isn't a serious rival to the A1200, and it never will be.

AF: Do you regard Sega and Nintendo as your competitors?

KS: Not really, no. I think there are two separate markets, and in the small area of crossover that may exist I actually think that Nintendo and Sega have helped us.

By spending over £40 million between them on marketing they have raised the profile of electronic gaming to amazing new heights. People go out to the shops and at first they probably look at 16-bit consoles. They see they are competitively priced, but then anyone who looks at what to buy in any more depth will see the cost of supporting their new machine with new software is astronomical and the Amiga, supposedly the more expensive option, becomes the better buy.

I also think there are some pretty disillusioned parents out there who want to buy a computer and let's face it, the Mega Drives and Super Nintendos might be good machines but they ain't computers.

AF: So, you were happy with last year, and you saw off what little competition you perceived as having. What remains of the line-up that took us through Christmas?

KS: Believe it or not we'll have to start with the A500 because there are still some stocks knocking around selling at £199. I think they should all be gone in the next few weeks and then that's it for the A500.

The A600 continues as a standalone at £279 and as part of The Wild, The Weird and The Wicked pack at £329, and the A600HD is still part of the Epic pack at £399. The HD model, however, is being discontinued completely and won't be around after the summer.

The A1200 is still in the Comic Relief pack for a while, but when that goes it'll be a standalone at £399.

AF: Why are you phasing out the A600HD?

KS: Quite frankly, I think that it would be a healthier situation if distributors and dealers can equip customers themselves.

It's the same story with the A1200. In Europe some territories are offering an A1200HD and that is available for me to sell in the UK, but I have decided not to take it. I think it would confuse the range and also, what drive do I go for? Some people say they only want 40 Mb, others say 80 Mb and others say 120 Mb, so you end up introducing three new models and things get really confused.

AF: So there will only be one Amiga 600 model later in the year. Will you carry on with a pack and a standalone?

KS: No, we'll go for one or the other. I think that one of the mistakes we made last year was that we had too many configurations and confused some people. This year, there will be one A1200 and one A600.



AF: Will the A600 be in a bundle or a standalone?
KS: We honestly haven't decided yet. We're tracking sales of both at the moment and I think that a bundle is looking most likely, but the final decision will be made in the summer with any bundle that we decide on appearing in the autumn.

AF: Is it the same story for the A1200?
KS: No, with the A1200 we've decided that there will be a bundle – now all we've got to do is decide what goes in it. We could do an out and out games pack, but personally I think there should be a more serious element. OK, people are always going to want to play games on the thing but it's also a stunning computer and I want people to be aware of that as soon as they get the machine home.

AF: So if the A1200 is £399 as a standalone for the summer, presumably the pack will also see some sort of price rise?
KS: Not necessarily. The machine is going through the summer on its own at £399 because we've been raped and pillaged by the dollar against the pound. But if there's any recovery between now and the first two weeks in September when we launch the pack, then I would love to see a high value £399 pack. Then again, if I knew how the dollar was going to perform against the pound then I wouldn't be working for Commodore, I'd be lying on a beach somewhere sipping cocktails.

AF: One of the key elements in the long term success, or otherwise, of the A1200 is software support. Are you finding it difficult to persuade the big name publishers to develop what is, after all, a new home computer format in an era of CD and cartridge-based machines?
KS: It wasn't easy at first. But then, without something tangible to point to like an installed base, it was always going to be difficult.

One thing I would say is that those publishers who did support us before the launch, like Gremlin with *Zool*, have reaped rewards and other publishers are well aware of that.

All the publishers that I talk to now tell me that they are developing specific A1200 versions of their titles. What surprises me is that some of them tell me they are developing A1200 games instead of A600 games. I would say that at Christmas most big releases will be available in A600 and A1200 versions, but that a few might be only for the A1200.

> "The machine is going through the summer on its own at £399 because we've been raped and pillaged by the dollar against the pound..."

AF: How many titles, written specifically to the AA chip set which will only run on the A1200, will be available on the market by Christmas 1993?
KS: From this far off it's difficult to say, but I would think it will be at least 50-60 and I could be being far too conservative with that guess.

AF: What sort of sales projections do you have for your line-up in 1993? According to your figures you sold more Amigas in '92 than any previous year. Can you top that?
KS: We definitely will. The A1200 will do between 150-200,000 units, while the A600 will manage at least 100,000. But that's not the full potential of the Amiga – there will be new product later in the year to increase that figure substantially but I can't divulge any details at this point.

AF: Will there be a new 'number' this year?
KS: No, the A600 and A1200 will take us through this year and the A1200 will remain as the flagship home computer for quite some time. The A600, I suppose could be the C64 of the Nineties, it's a good, basic machine, but the A1200 will be the A500 of the Nineties – the one that those who don't mind paying a bit more money will go for, and will feel very good about going for, as soon as they get it home.

At the moment, at £399 and with its current specification, it represents tremendous value for money. In the future I think we will keep it as a premium priced product, around £399, but perhaps alter the specification to maintain the value.

We might put in a faster processor, more memory or a high definition drive – but having said that I don't think we need to do anything for the next year because it's competitive enough as it is.

AF: So, if there's no new number, presumably the new offering must be a variation on the A1200?
KS: Yes, you would be safe saying that new products will be based around the AA chip set, the A1200.

AF: And presumably CD comes into the equation at some stage?
KS: One thing we said at our developers conference in Miami at the beginning of the year was that all our future products will have the ability to run CDs. They might not have CD technology embedded in them, but they will have the ability to run CDs. That goes for every single new product that Commodore launches from now on.

AF: Is there an equally strong commitment to 3.5-inch disks?
KS: Absolutely. We can't forget our roots. Our roots are in computing and if we're selling machines that can't run 3.5-inch disks, would we be in a computer company anymore?

AF: So the new machine won't just run a new type of CD?
KS: Let's put it this way, we'll always give the option to run 3.5-inch disks.

AF: OK, some sort of CD product is waiting in the wings and hopefully we'll see it before the end of the year. But meanwhile of course, you already have a CD machine, the CDTV. Has that been a disappointment to you?
KS: In all honesty, yes. But I think the reason for that is that we went into this market with rose-tinted glasses. If we had been more realistic then perhaps we wouldn't have felt disappointed, but as it was we had ambitions above our station at the time.

We're not wearing black armbands or anything like that. It sold in reasonable numbers and it taught us an awful lot about the market and what you can and can't do. And hell, you have to start somewhere.

AF: What sort of sales has the CDTV achieved?
KS: In the UK, we've done a smidgeon under 30,000.

AF: How does that stack up against its main rival, CD-i?
KS: Well Philips aren't releasing sales figures, but let me tell you, compared to CD-i, CDTV is a success.

AF: What went wrong with CDTV?
KS: We got the three basics wrong – price, specification and support. It was launched at £699 and that isn't a remotely aggressive price point. Even £499 and £599 aren't what I'd call consumer price points.

It came out with 1.3 just as we were launching 2.0, so its operating system was really dated straightaway. I also think that it could have done with a bit more RAM and an in-built 3.5-inch floppy drive.

On the software side, we spent a lot of time and effort with some US software houses and we didn't really see any return on that. There is some nice stuff available, but there are also some titles that really don't do the machine justice. And on top of that there simply wasn't the volume of titles that there should have been at launch. Basically we did quite a bad job of getting software to market.

If we had got things right, you'd be talking about 300,000 units – not 30,000 – but once you've got it wrong with a machine, it's virtually impossible to put it right. I think CDTV's time has been and gone.

AF: But surely Commodore isn't giving up in the CD market?
KS: Absolutely not. We will have new products and we'll be fighting vigorously to maintain a large share of that market, and I honestly think that we will achieve that.

NEWS brief

HANDS UP FOR LOW PRICES

The Golden Image hand scanner, complete with *Touch Up* software and a copy of *Deluxe Paint III* is now available for the bargain price of £89.99. The offer is limited while stocks last, so if you want one call Ladbroke Computing on 0772 203166.

CDTV TOGETHER

CRUG is an acronym for the CD-ROM user group. They are an organisation which aims to provide technical information and assistance to CD-ROM and CDTV users. Membership is £29.99, which gets you a free CD title (of their choice), a bi-monthly newsletter, free entry to competitions, special software and hardware offers, and a CD exchange service.

They also aim to put together a CD hire library, which sounds like a good idea. If you could make use of their services give them a call on 0424 730326 and find out more.

OCEAN SIGN DIDYMEN

Digital Image Design (DID) have signed up a seven-figure deal with Ocean Software, which will cover their next six releases. This will keep the Runcorn-based developers – previously responsible for *F-29*, the excellent *Robocop 3*, and the beautiful, if a little short, *Epic* – occupied until 1995.

The first two DID releases will be *Odyssey*, a 3D texture-mapped space simulation; and *Inferno*, a combat flight simulator with around 200 missions, and the chance to fly several aircraft including the F1117-A Stealth Fighter. The games are due for release later this year – more news as we get it.

Contact Ocean on 061-832 6633 if you want to know more.

TAKE CONTROL

If your work surface is a mass of leads and cables, then why not consider a Control Centre. Premiere Micros have been supplying units for the Amiga range for some time, and *AF* recently received the A1200 Control Centre.

They are sturdy in construction, and they are useful for keeping the *AF* workshop in order. If you think one machine's worth of leads is a real mess, just imagine what having five all next to one another is like. The Printer Centre is a matching unit which fits to either side of the Control Centre to provide a useful printer stand.

Call Premiere Micros on 0480 300738.

Ex-Amiga Format staff start software house



These men are dangerous, luckily they are in an Asylum. Bob Smith and Andy Wade, or should that be Bob Andy and Wade Smith... anyway, they both used to work on *Amiga Format*, now they run a software house.

Before Marcus, even before Damien, there was Bob. Bob Wade, was the first editor of *Amiga Format*. Like all good things, Bob's reign came to an end and he went to launch *Amiga Shopper, PC Format, Future Music* and... Asylum.

Before Nutts, and before Neil Jackson, even before Trenton Webb there was Andy Smith. Like Bob, Andy went his own way, to be editor of *Sega Power* (OK it's a console toy mag, but it's our console toy mag and we love it). After he stopped being editor of *Sega Power* he went to be head of public relations at... Asylum.

All right, so what is this Asylum thing? Well they're a new games software house. Along with Andy Wilton (who has never worked on *Amiga Format* but he has worked on *ACE, PC Plus* and *Amstrad Action*, all of them made by Future Publishing who produce *AF*) as Development Manager, Bob and Andy are hoping to deliver some of the most amazing Amiga games ever to grace your screen.

Surely that's what every software house aims to do, why should Asylum be any different? Well they have the experience to know a good game from a bad one, and they have enough resources to work at a game until it's right. Whereas most software houses set a release date and then rush the programmers to meet it, Asylum are not going to set a release date for any product until it's completely finished. Great sentiments lads, now just let us see the games. Asylum have bought one of those fab phone fax type machines, so if you want to fax them, here's the number... 0225 428494.

Northern exposure for new retail outlet



Amiga users in the North get a new outlet for their favourite machine.

PHOENIX, THE COMPANY who started by making RAM expansions for the A500 Plus and went on to be a major mail order company, have moved into retail sales. Computer users in the North can now visit their Computer World store, just a few minutes from Leeds city centre on the A64 road to York. The store has been open since March. They are promising competitively priced peripherals and excellent customer support. Give them a try. Phoenix 0532 350652.

Shareware avalanche

WE HAVE HAD a few phone calls from readers who sent off for the full shareware version of *Charlie Chimp*, which was on the May Coverdisk. Brian Bell, the author of the game (which won the *GamesMaster* programming competition) is alive and well, but has been snowed under by the response.

"It was amazing," Brian says, "I always thought shareware programmers got maybe a dozen or so responses. In 13 days over 650 people had sent me some money, both for the game and the source code. I just wasn't prepared for it, and all this over the Easter break meant getting jiffy bags and disks was impossible." Brian is now incredibly busy processing the backlog.

Wordworth users get arty



Excellent clip art can be yours via the *Wordworth Users Newsletter.*

The latest issue of the *Wordworth User's Newsletter*, an impressive publication which goes out to registered users, carries news of several new volumes of clip art. The disks retail at £14.99 each, except volume one which is £9.99, and contain themed collections of quality illustrations. The pictures can be used with any package that supports IFF files. 0395 270273

Teenage sorcerer



Now this looks *good*! This is a screen from the A1200 version of *Simon the Sorcerer*. The A500 version looks pretty special, too.

ADVENTURESOFT, CREATORS OF such infamous adventures as Elvira – Mistress of the Dark and Waxworks, are set to branch into the graphic adventure as defined by LucasArts with their classic Monkey Island series.

Their new release, Simon the Sorceror, boasts 107 locations so it looks set to be a massive graphic adventure. Mike Woodroffe of Adventuresoft reckons their new game will "take the graphic adventure crown away from LucasArts."

AF staffie Andy Nuttall has had a quick peek at an early version of the game, and he believes the graphics and humour in the game are going to look stunning. Whether it will all gel together by the time it's released in September, however, you shall have to wait and see.

Adventuresoft 021-352 0847.

This month's top 30



1(–)	New	**The Chaos Engine** Renegade/Mindscape	FG90%
2(–)	New	**Body Blows** Team 17	87%
3(2)	▼	**Lemmings 2** Psygnosis	FG94%
4(1)	▼	**Sleepwalker – Comic Relief** Ocean	FG91%
5(3)	▼	**Premier Manager** Gremlin Graphics	87%
6(5)	▼	**Sensible Soccer 92/93** Renegade/Mindscape	80%
7(11)	▲	**History Line 1914/1918** Blue Byte	FG94%
8(4)	▼	**Streetfighter 2** US Gold	87%
9(–)	New	**B-17 Flying Fortress** MicroProse	FG91%
10(9)	▼	**Indiana Jones – Fate of Atlantis** US Gold	FG92%
11(7)	▼	**Wing Commander** Origin/Mindscape	83%
12(8)	▼	**Zool** Gremlin Graphics	FG95%
13(10)	▼	**Nick Faldo's Golf** Grandslam	FG90%
14(6)	▼	**Legends of Valour** US Gold	xx%
15(16)	▲	**AV8B Harrier Assault** Domark	60%
16(17)	▲	**Campaign** Empire	79%
17(–)	Re	**Formula One Grand Prix** MicroProse	FG92%
18(12)	▼	**Monkey Island 2** US Gold	FG95%
19(19)	■	**John Madden American Football** Electronic Arts	FG94%
20(14)	▼	**Jimmy White's Snooker** Virgin	FG91%
21(23)	▲	**Graham Taylor Soccer Challenge** Krisalis	82%
22(–)	New	**Lionheart** Thalion	87%
23(21)	▼	**Civilization** MicroProse	FG94%
24(20)	▼	**Rome AD92** Millennium	77%
25(–)	New	**KGB** Virgin	FG91%
26(15)	▼	**Road Rash** Electronic Arts	84%
27(30)	▲	**PGA Tour +** Electronic Arts	Comp
28(18)	▼	**F-15 Strike Eagle II** MicroProse	FG90%
29(26)	▼	**Humans** Mirage	72%
30(24)	▼	**Archer MacLean's Pool** Virgin	89%

Second coming...



The sequel to one of the best games ever to hit the Amiga. See it first on our coverdisk!

VIVID IMAGE, MAKERS of the fine beat-em-up First Samurai (AF29, FG91per cent), will soon release the sequel. Second Samurai is similar in style to the original game, but you will be able to use objects rather than just pick them up.

But the best news is that Vivid Image have offered your favourite Amiga magazine the exclusive coverdisk of Second Samurai, which you should see on our September issue.

Phone Vivid Image on 081-422 8976 for further details.

Body electric

BODY BLOWS, REVIEWED in *AF*46 (87 per cent), is to be released in an upgraded form by publishers Team 17. The new game offers greater speed, and improved graphics such as shadows underneath the fighters. It should be in the shops now.

If you have already bought the original game, you can obtain an upgrade by sending disk one and £2.50 to: Team 17, Marwood House, Garden Street, Wakefield, West Yorkshire, WF1 1DX.

The next release from Team 17 will be *Overdrive*, a car racing game in the style of the coin-op *Super Sprint*. The game will boast 50Hz multi-directional scrolling, which means it should look exceptionally smooth on screen. But strangely the programmers are not going to include a two-player option. *Overdrive* will be released in July. A special

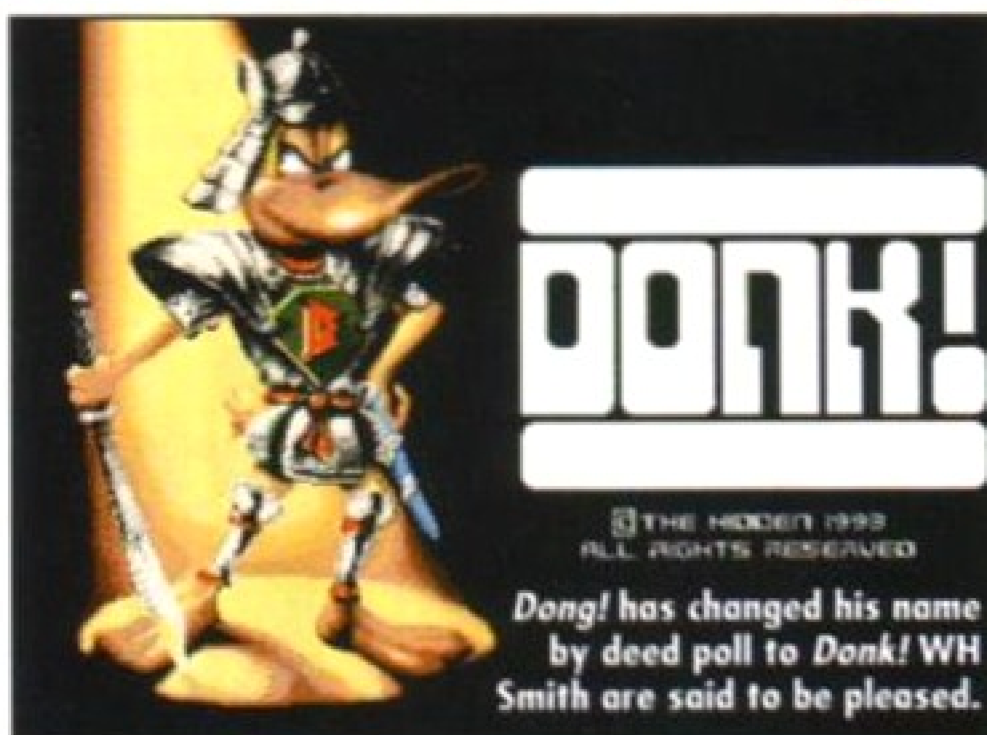


The new *Body Blows* is faster and slicker than before. The shadows are a nice touch as well.

A1200 version of *Body Blows* featuring extra colours and smoother animation will go on sale at about the same time as *Overdrive*.

For further information, contact the Team 17 helpline on 0924 201 846.

Donk-ey Dong!



Dong! has changed his name by deed poll to Donk! WH Smith are said to be pleased.

DONG!, THE FORTHCOMING platform game which appeared in demo form on the AF45 coverdisk, has been retitled Donk! by distributors DMI following complaints.

DMI's Mungo Amyatt-Leir told us: "Essentially we all like the name Dong!, and we didn't think it would cause too much of a problem. Unfortunately the distributors and chain stores were reluctant to handle a game with such a supposedly risqué name, so we decided to change the name to Donk!

Contact DMI on 0753 686000.

Meaner machines

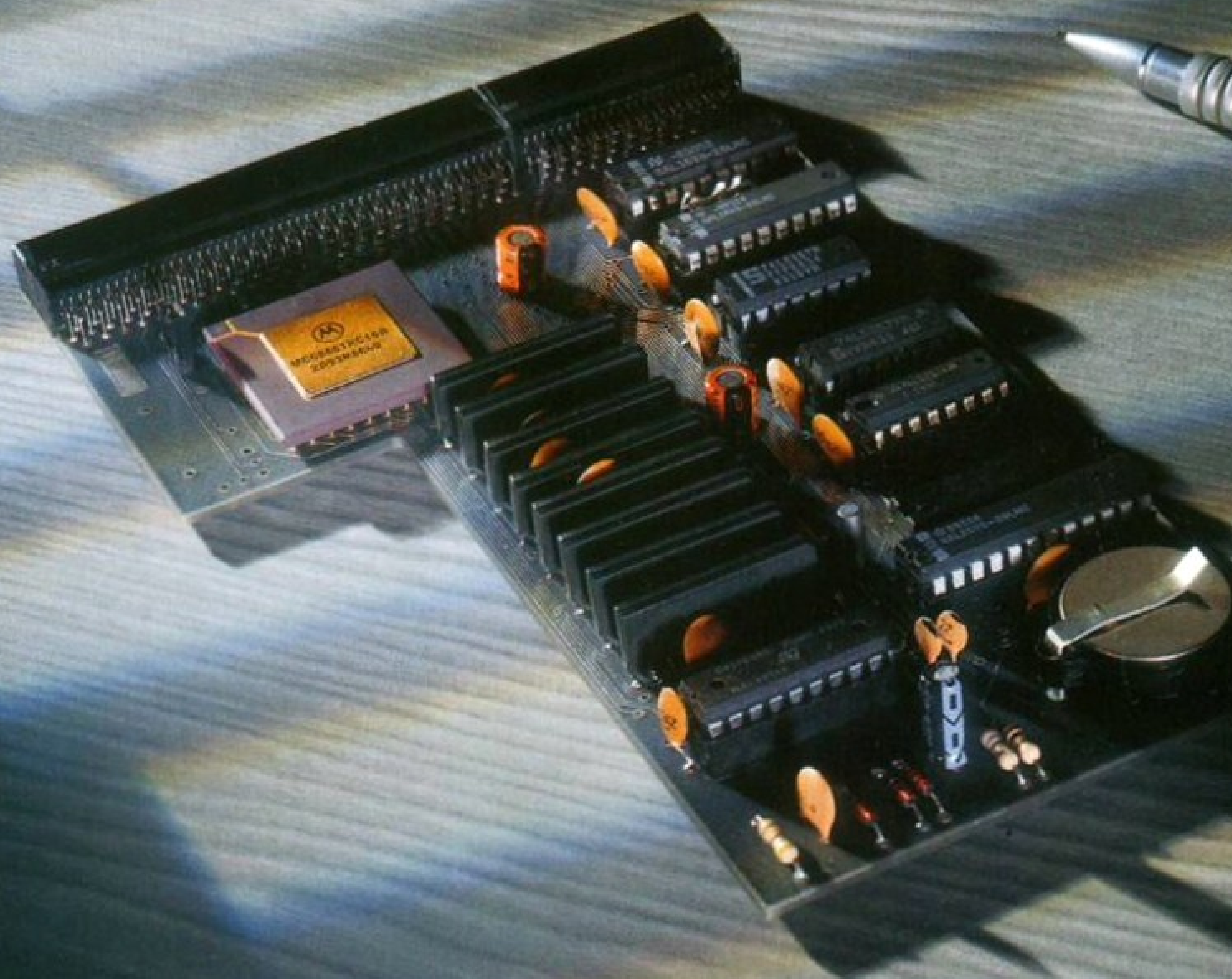
THE POPULAR CONSOLE title *Micro Machines* will be converted to the Amiga by Codemasters. In the overhead racing game, you control boats, cars and helicopters across a variety of terrains. It also features a multi-player mode.

Since its release on console earlier this year, *Micro Machines* has received rave reviews right across the board, so it should be something to watch out for when it's released on the Amiga towards the end of this year. Keep your eye on the news pages for further details. Contact Codemasters on 0926 814132.



Micro Machines is speeding its way to our Amiga screens. It will be here later this year.

The PC1204 4MB Memory Expansion for the Commodore Amiga 1200.



Power Computing's innovative 4MB 32-bit memory expansion for the Amiga 1200 is now available. The PC1204 includes these many features:

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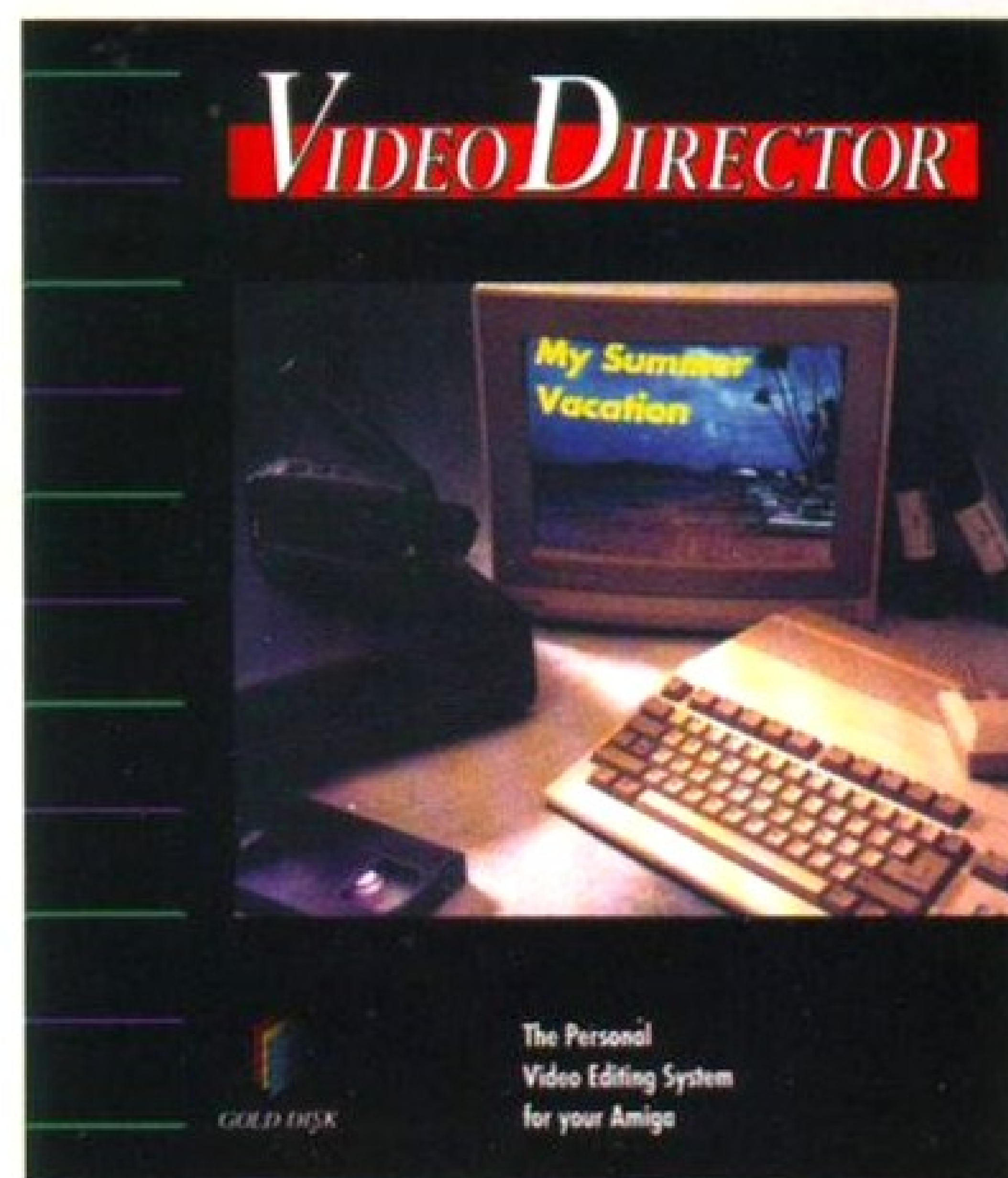
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- Peter Buick, PC Direct -

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-Jeff Balsam, VideoDirector Enthusiast, Ex-ABC-TV Program Director-



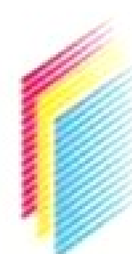


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GOLD DISK

The music makers

Andy Nuttall travels to Cambridgeshire where he discovers an Amiga 4000 playing a vital role in recording and cataloguing the music of the world's best percussionist...

AS AMIGA OWNERS, you already know what a powerful and flexible machine it is. You can play excellent games, you can draw superb pictures with millions of colours, you can program, and you can make music.

Many professional musicians consider that the Amiga can't be used seriously to make music and control external MIDI instruments.

Greg Malcangi is firmly behind the Amiga as a musician's tool. Greg runs Heritage Studios with Evelyn Glennie, the world-famous percussionist. They built Heritage last year after many problems with recording Evelyn's music all over the world, and decided their own studio would give them the total control over the music that they needed. Since they completed the studio earlier this year, Greg has been busy getting used to the set-up, and even Evelyn, who is a classically trained musician, is now interested in dabbling with more electronic ways of creating music.



Greg Malcangi's A4000 is the true powerhouse of his newly built recording studio.

At the heart of Heritage Studios lies an Amiga 4000, with a 120 Mb hard drive. When he installed the machine, the first thing that Greg did was to recreate his entire 32-channel mixing desk using the database program *Superbase Professional 4*. Wherever there's a pot (potentiometer, or knob) on the desk, it's set up so that he can enter a figure, but where there's an on/off switch it's marked by a tick. This may sound rather Heath Robinson in style, but considering the file contains over 1800 fields, it seems to work rather well.

Another thing which Greg uses *Superbase* for is to store the locations of every sound from his various sound modules and keyboards. "This is useful," explains Greg, "particularly if I have a band who want to do some work, and they ask something like 'What I want is a kind of moody, guitarry-type sound'. With my database I can immediately tell them what's on offer."

For sequencing purposes Greg uses *Bars and Pipes Professional 2* (**AF**46 – 90 per cent) from Blue Ribbon Soundworks. Why did Greg choose that over the other available sequencers?

"There are a number of features available on *Bars and Pipes* which aren't on any other sequencer. It's powerful, but it's really for someone who hasn't necessarily used sequencing packages before.

"I think that for many of the things *Bars and Pipes* does, a sequencer such as *Cubase* is a toy; and I think for many of the things *Cubase* does, this is a toy. If you want to print out a beautiful score, you're using the wrong package because KCS can do that very well."

For those of you not in the know, *Cubase* is a very well-respected sequencer which runs on Macs and PCs in studios all over the world. Its makers, Steinberg, are rumoured to be converting the program to run on the Amiga, which would be good for the future of the machine in professional recording studios.

"One of the problems with Amiga [music] programs is in their presentation," Greg continues. "If you put *Cubase* up next to this, *Cubase* would look really professional, while this would look like a typical Amiga game! I think that when things become AGA compatible, this will help matters.



Evelyn and Greg have chosen Cambridgeshire for Heritage Studios. Having their own set-up enables them to be sure that Evelyn's music can be recorded as perfectly as possible.

"The people who use the Amiga seriously have to know a lot about it – they need to change everything, because it looks crap the way it comes! Seriously, though, you really have to get into it, in a way that you'd never get into a Mac or a PC. It's because of this that you get all these people who are fanatical about the Amiga."

A lot has been said about the Amiga in the past in terms of studio work, and most of the time the word is that Commodore just can't provide the kind of back-up for their machines that, say, Apple do with the Macintosh. Even though he's such an Amiga enthusiast, Greg often finds himself recommending the Mac instead because of exactly that reason.

"I get a lot of musicians coming to me saying 'What computer shall I buy?'," he explains, "I always want to say Amiga, but very rarely do I actually give that advice because it's not going to be of help to them.

"At the moment Atari are doing the best they can to blow their own heads off, and so there's a big hole there which Apple could fill. The PC-compatible will fill it if we're not careful, but the Amiga is perfectly placed to establish itself in professional recording studios – to do to the market exactly what Atari did, but with a decent computer."

SO WHO IS EVELYN GLENNIE ANYWAY?

Evelyn is recognised by many musicians as the world's greatest percussionist. She plays dozens of concerts every year, fronting many orchestras with her solo performances on marimba, xylophone and most other instruments.If you were lucky, you may have seen Evelyn hosting her series *Soundbites* on BBC2 recently. In each of the six episodes she invited a guest musician to come and play, including big names like pianist Melvyn Tan, saxophonist John Harle and even the Brodsky Quartet.

Her recorded music includes the CDs *Rhythm Song, Dancin', Rebounds* and *Light In Darkness*, and the video *Evelyn Glennie in Rio – Siesta* on Decca video. She has also published her autobiography, entitled Good Vibrations. You can catch Evelyn playing live in one of many venues in Britain during May, June and July 1993.



Evelyn Glennie is regarded as the world's greatest classical percussionist. Will be she become the world's latest Amiga convert, though?

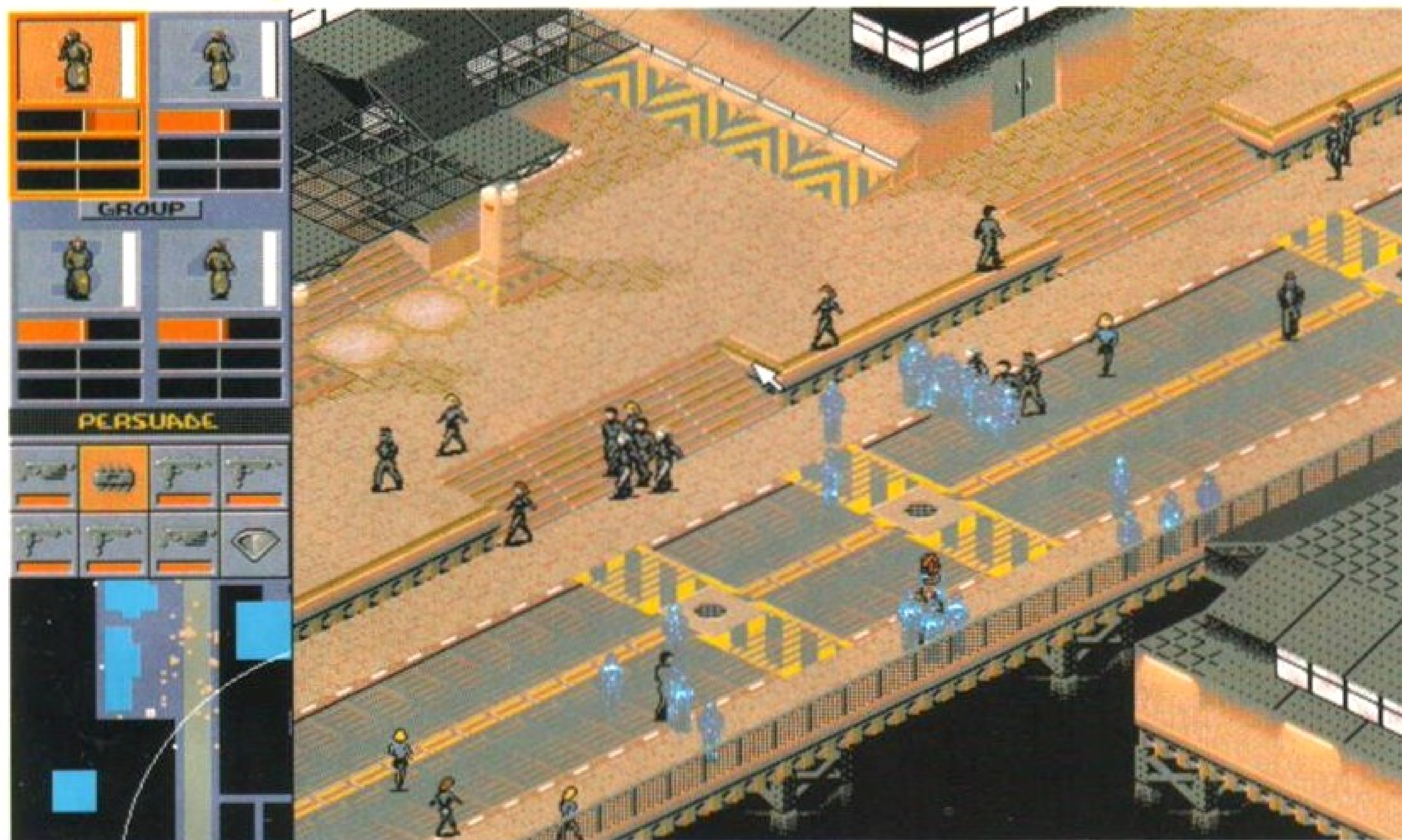
Big business is moving in on the Amiga. **Richard Baguley** takes a quick peek at Bullfrog's latest game, Syndicate.

Syndication Rights





As per usual, the intro screens look excellent. This screen is in 256 colours, so they'll probably look slightly less impressive on a non-AGA model.



As you can see, *Syndicate* has a similar viewpoint to *Populous,* and can be run in both high and low resolution.

IMAGINE A WORLD where there are no longer countries, just corporations. 'The United States of Pepsi', 'Planet Reebok' or even 'Federal Republic of NatWest'. If that isn't a glimpse into hell, I don't know what is. Bullfrog obviously have overactive imaginations, and from the depths of a particularly bad nightmare emerged *Syndicate*.

It's set in the not-too-distant future, where the Corporation wars have left the big companies in control of the world. Playing the megalomaniac leader of such a corporation, you have to work your way through 100 missions of shooting, murder, property damage and other forms of unsocial behaviour in order to further your dreams of world conquest.

Each of the missions is based around conquering another state, and bringing it under the influence of your corporation. And as you conquer them, you can tax the population and put the resources into research and development.

You have four agents to carry out your dirty work, each with characteristics that can be redefined. These are adrenaline, perception and intelligence. By altering them, you can determine how closely the agents follow your directions. For instance, if you set all three to the maximum, the agent will move fast, act aggressively and decide for themselves exactly how to get from one point in the city to another. Of course, whether you do this depends upon how involved you want to get in the gameplay – lesser settings for your agents will bring you in to more of the action.

If you feel so inclined, you can get your agents to hijack cars on the way, shoot passing civilians and get involved in other sorts of mayhem. The city is realistically modelled, with buildings, roads and people, so you can see that your actions have a long term effect.

Bullfrog have used specialist 3D programs to make the lighting look more realistic and the graphics look absolutely stunning. Using these programs has also meant that the graphics have been quicker to produce, so there's a stunning variety of objects and locations throughout the game.

A separate version which takes full advantage of the 256 colours available on an A1200 and A4000 will also be available. Both versions of the game will have the ability to run in both low and high resolution modes, although the latter will probably only be a realistic option if you've got plenty of memory. There's also support for playing *Syndicate* across a network,

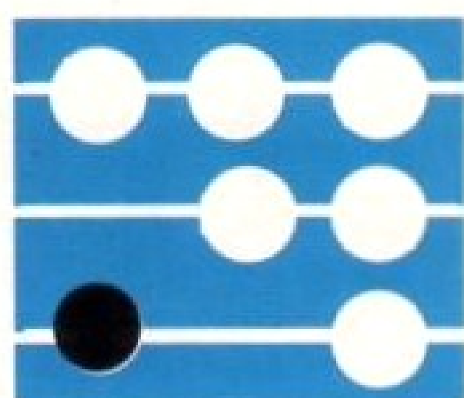
Overall, it looks stunning. Bullfrog are currently putting the final touches to the game, and have spent the last six months play testing it when they could have been down the pub instead. Now that's what we call dedication.

On the coverdisk of the next issue there will be a special version of *Syndicate*, with your chance to rescue the ***Amiga Format*** team. Ex-Editor Damien Noonan has gone on the rampage, and is holding hostage the entire editorial staff of ***AF***. Your mission, should you choose to accept it, is to rescue us from the grip of the aforementioned desperado. However, knowing what most of you are like, you'll probably leave us all to die a hideous and painful death... thanks a lot.

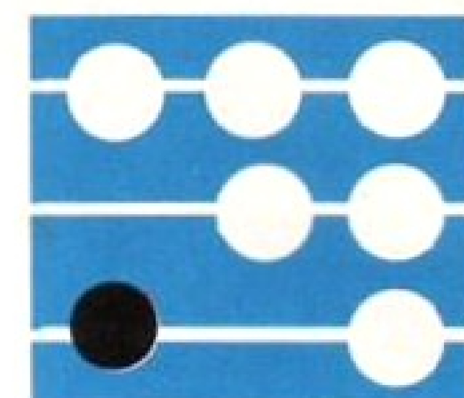
Syndicate will be released through Electronic Arts in June. Contact EA on 0753 549442.



Syndicate allows you to build your own special agents. Here, we ensure that Ripley has some eyes and a chest.

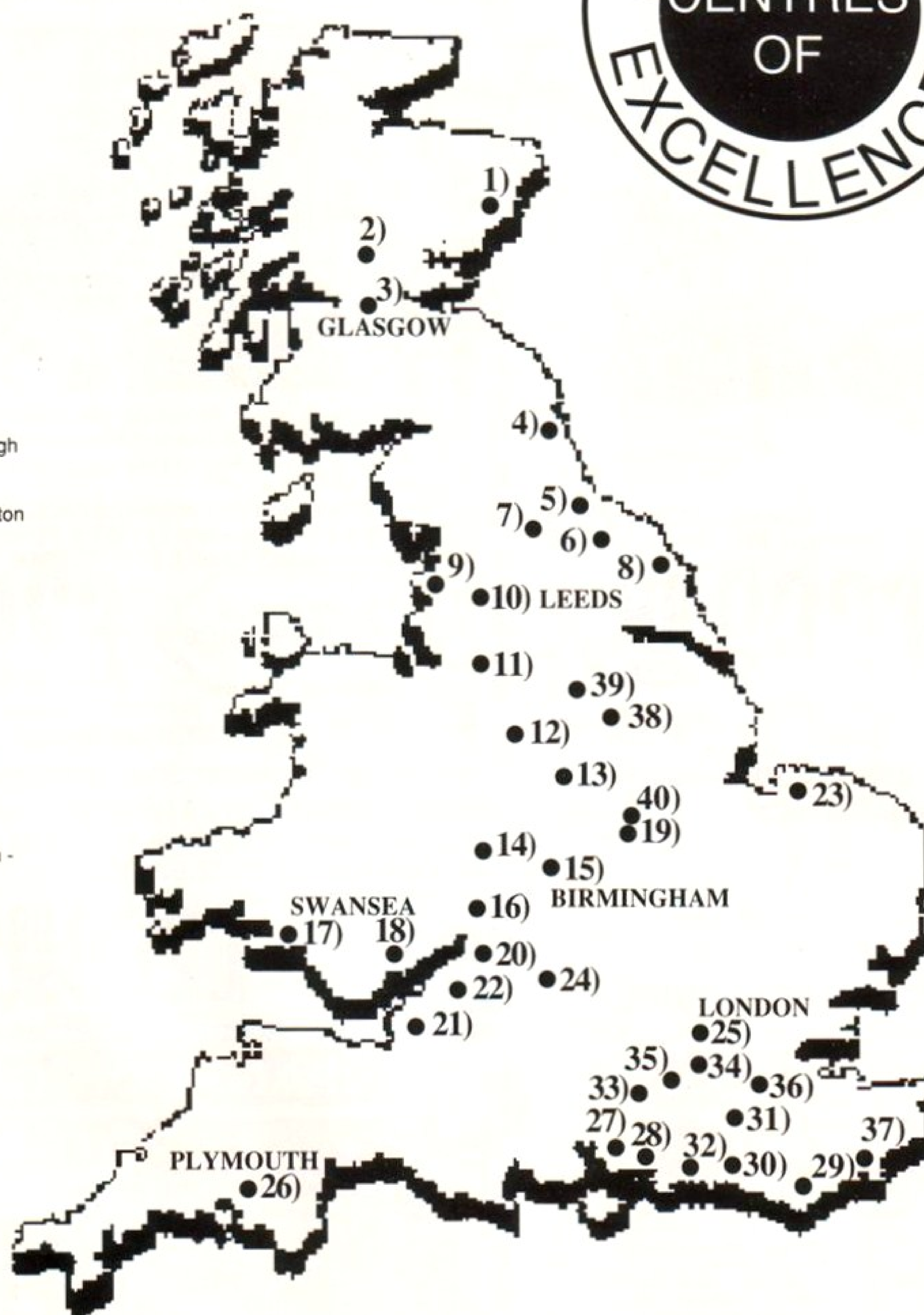


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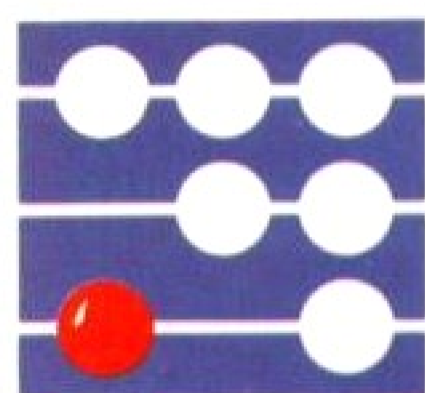
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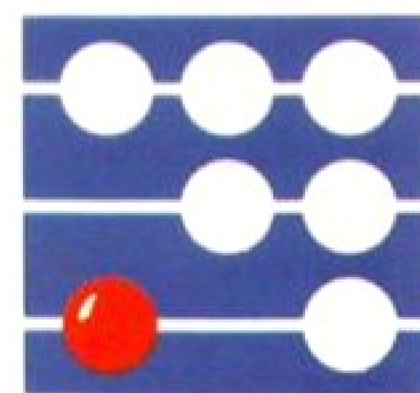
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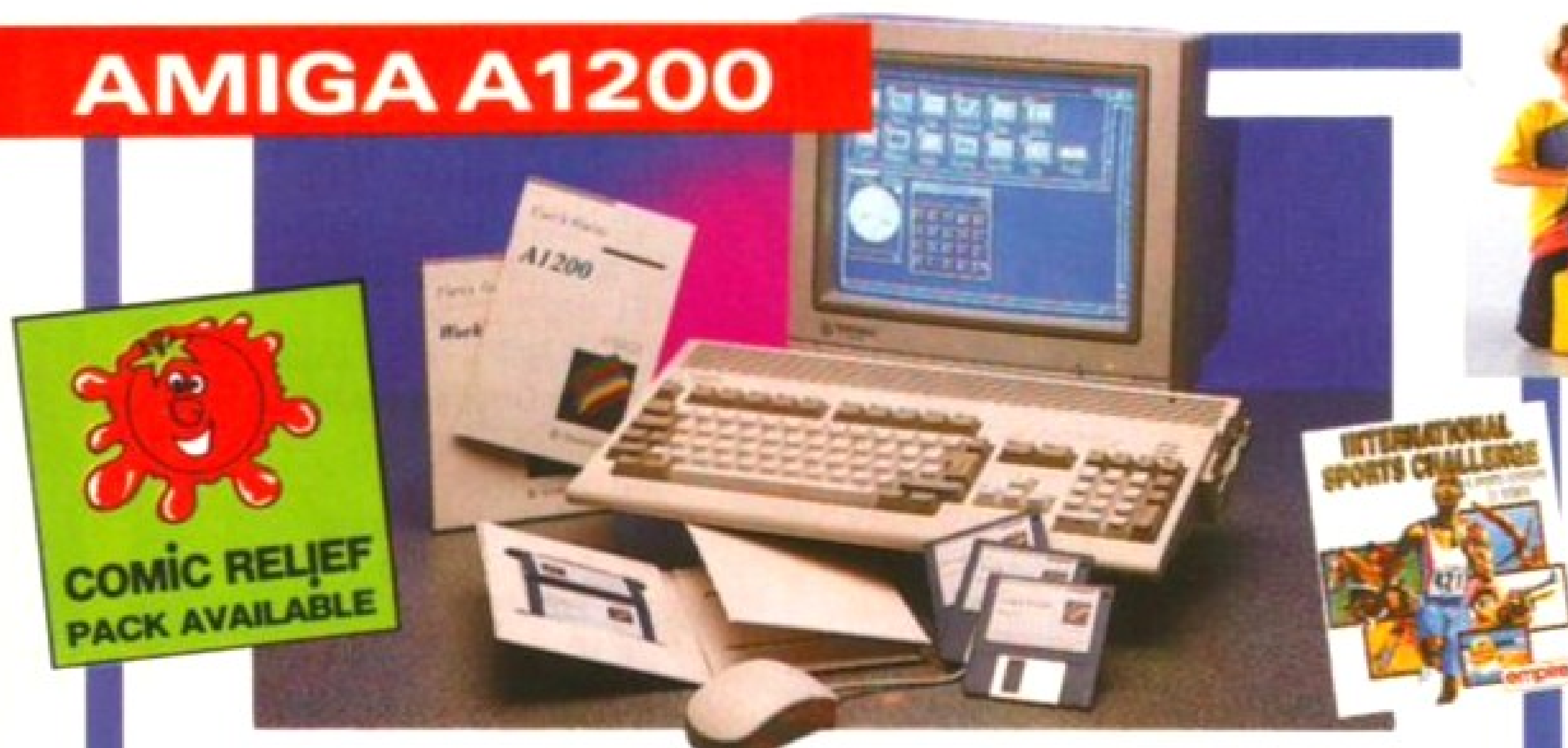
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The World of Commodore

The Amiga is known in virtually every country on the planet, but its success varies vastly from continent to continent, and even from country to country. Join **Marcus Dyson** on a quick tour of the world of the Amiga.

IT'S NOT UNCOMMON for electrical products to originate in one country, but to be sold worldwide. Take a look at your video, CD player or TV, chances are they come from Japan. This Eastern domination of the world electronic market has never manifested itself in the area of home computers, most of them come from the USA. The big three: IBM, Apple, and Commodore are all American companies.

So the Amiga is an American machine, but do you know where they are built, where they are developed, and more importantly where the majority of them are bought? Do you know what different people all over the world use their Amigas for? Or how much they pay for their machine? When you've read the next seven pages, you'll know a whole lot more about the World of Commodore.

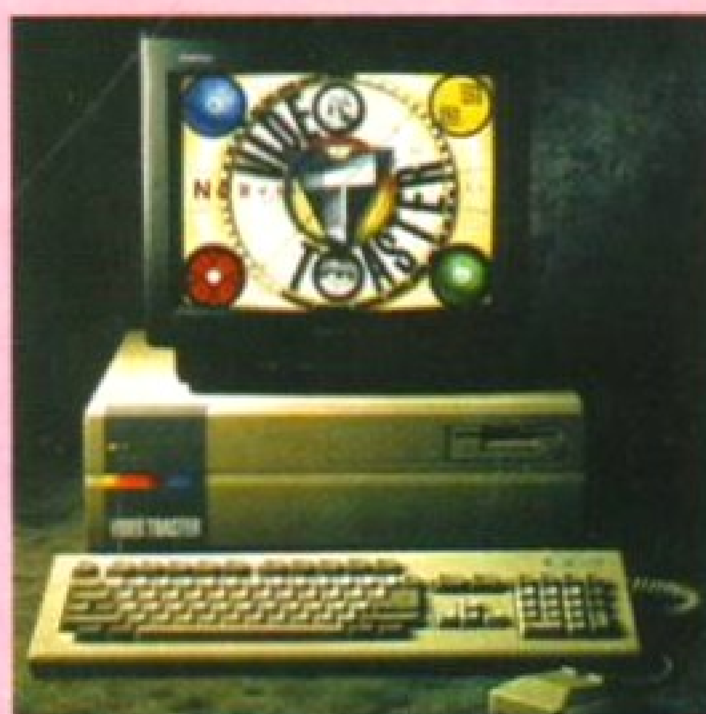
AMERICAN MAGAZINES

The Americans must be very prolific readers, because between the 700,000 Amiga owners out there they manage to support a surprising number of Amiga and related magazines. The biggest seller is *Amiga World*, a magazine based in Peterborough, New Hampshire, which sells around 100,000 copies a month. The other biggie is *Amazing Computing for the Commodore Amiga*, which despite the Sixties-sounding title is a good read. Both of these titles are available in the UK, but beware, they take a very different approach to the glossy look of British magazines.

Amazing Computing also produce *Amiga Tech* – the only Stateside Amiga mag we know of that has a coverdisk and a product guide called *The Guide to the Commodore Amiga*, and it includes virtually every product there is for your favourite (and mine) computer. We find it indispensable!

STATE OF THE MARKET

The American Amiga-buying public have a huge choice of products and services. There are over 3,400 Amiga-related products available in the USA, and over 670 manufacturers and software companies providing them. The Yanks have organised themselves into more than 390 user groups and have more Amiga and related magazines than we have here in the UK. But despite all this support, there are half as many Amiga users in the USA than there are in the UK.



Is this an Amiga with a Video Toaster inside it, or a Video Toaster with an Amiga shaped casing? You decide!

TOPEKA, KANSAS

Statistics suggest that one in every twelve American Amigas has a Toaster in it. No, not a computer-controlled bread-singeing device, but a revolutionary video effects processor from Topeka, Kansas-based company NewTek.

Over 60,000 of these boards are sold in a market of around 700,000 Amigas – really quite an astounding market penetration, until you consider the user profile of the Amiga in the States. The main area of Amiga usage is for high-end video applications, and most video professionals use an Amiga in the post-production process. So it's maybe not so surprising then that a product such as the Toaster can become such a success.

When the board is placed in an A1500/2000/3000/4000 it converts the Amiga into a high-end video workstation. The Amiga/Toaster combination can genlock titles to a broadcast-quality video image, it can distort, fade, wipe and image process a video image all in real time. The package comes with bundled 3D ray-tracing software and a 24-bit paint package. The price for the board and software is £1,622, or for £2,496 you get an A2000 thrown in too. NewTek have revolutionised desktop video in one fell swoop, and they have achieved this with an Amiga.

The only problem is that NewTek, and Toaster users in general seem to be ashamed of their humble Amiga roots. The standalone Toaster system has a 'Video Toaster' badge covering the Amiga one, and when they demonstrate their system at shows the word Amiga is rarely, if ever, mentioned.

And why has this fabulous Toaster never made an impression on this side of the pond? Well the machine was designed for the American market, and their TV transmissions use a system called NTSC (National Television Standards Committee), which has less scan lines on the screen than our, PAL (Phase Alternative Line) system. So although a Toaster would still make a very entertaining toy over here, it would be of no use for professional video applications.

Why don't NewTek make a PAL version of the Toaster? Well the general assumption is that NewTek don't see that there's a market in Europe. But when you think about 30-odd countries all in one small area of the world, all with their own set of TV channels, all just developing cable and satellite transmission systems, that theory fails to hold water. More recently people have started to doubt if NewTek actually *can* make a PAL version. Some suspect that they use a proprietory chip, and the manufacturers of that chip don't make a PAL version of it.

Whether this is true or not doesn't make much difference now, because NewTek have missed their chance. Soon the OpalVision Roaster is going to do to the European video market what the Toaster has done in the States.

North America

NUMBER OF AMIGAS: 700,000

Example prices: A1200 - £374, A4000/030 25/120 - £1,497

In the USA the Amiga is perceived quite differently to the way it is in the UK. The video game market is completely dominated by Nintendo, and the Amiga is treated as a serious or professional computer. For this reason many of the biggest and best developers of serious software are based in the States.

TORONTO, ONTARIO, CANADA

This is the birthplace of Commodore Business Machines. The company that produce and develop the Amiga saw humble beginnings in 1958 as a typewriter repair and sales company.

WEST CHESTER, PHILADELPHIA, USA

This is the headquarters of Commodore US, and the headquarters of Commodore worldwide. It's in the laboratories at West Chester where Lew Eggebrecht and his teams of engineers constantly design and redesign potential Amiga chip sets and machine configurations. It's in the offices at West Chester where the decisions that effect the shape of future machines are taken.

CHICAGO, ILLINOIS, USA

This is where the Consumer Electronics Show is held every June. It was here, behind closed doors, that the company called Hi-Toro previewed their amazing new microcomputer in 1984. The company were looking for money to help them complete the machine, which went on to become the Amiga.

Just one year later, it was at the Chicago CES that the Amiga 1000 was unveiled to an unsuspecting, but very impressed, public.

SILICON VALLEY, CALIFORNIA, USA

This area of California became famous in the Seventies and Eighties for being the centre of World technical innovation in the field of computers. It's no surprise then that Jay Miner, Rob Morse and RJ Mical, the inventors of the Amiga should have based their company here. Many rumours exist about why their project became known as the Amiga. Some say that it was to get listed before Apple in the phone book, others think it was a code word so that other computer wizards wouldn't realise what they were working on. When we spoke to Commodore Business Machines USA President James J Dionne, he swore he couldn't clarify which, if indeed any, of these stories were true.

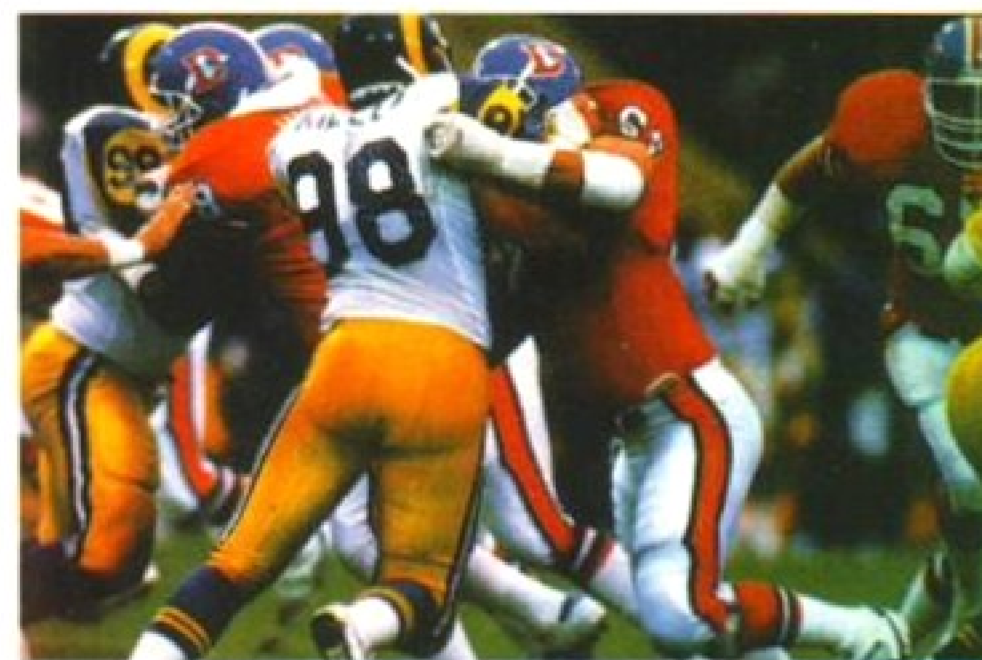


Brilliance from Digital Creations promises to be one hell of a paint program, making full use of the Amiga's new graphics modes.

FOLSOM, CALIFORNIA

Digital Creations shocked the world with DCTV, their low-cost true colour system last year. DCTV used a new way of coding video information in an Amiga IFF picture, which could be decoded by the hardware to give a full-colour composite picture.

One hidden pleasure of DCTV was the included paint package *DCTV Paint*. The people who wrote *DCTV Paint* have now produced a new program to exploit the near true colour abilities of the AGA machines. *Brilliance*, also from Digital Creations will be reviewed in *AF* soon. Digital Creations 0101 916 635 0475.



MIAMI, FLORIDA

If you've ever watched American football on television or even in real life, you'll already know that the gridiron teams use huge 'Diamond Vision' screens to relay the nuances of the game to fans during plays, flash up the score and run messages 'from our sponsors'. The screen at the Miami Dolphins Stadium in Florida is powered by an Amiga.

TORRANCE, CALIFORNIA

Take a look at our A4000 competition on Page 122 of this issue and you will see how strongly Gold Disk feature in our list of top software. Through such products as *ProPage 4* and *Video Director* they have built a solid reputation for serious Amiga software. Recent reports that they will be abandoning the Amiga market to concentrate on PC and Macintosh software have been dismissed by company spokesman Keith Hughes as 'completely unfounded'.

ATLANTA, GEORGIA

When any city makes a bid to host the Olympic games, they have to undertake all sorts of advertising and PR-style moves to convince backers, and the International Olympic Committee, that their city is the right one to choose. When Atlanta succeeded in winning the 1996 Summer Games, an interactive multimedia show played a large part in their presentation. This featured a 3D tour of the proposed Olympic village and music composed using *Bars and Pipes Professional*.

Australia and New Zealand

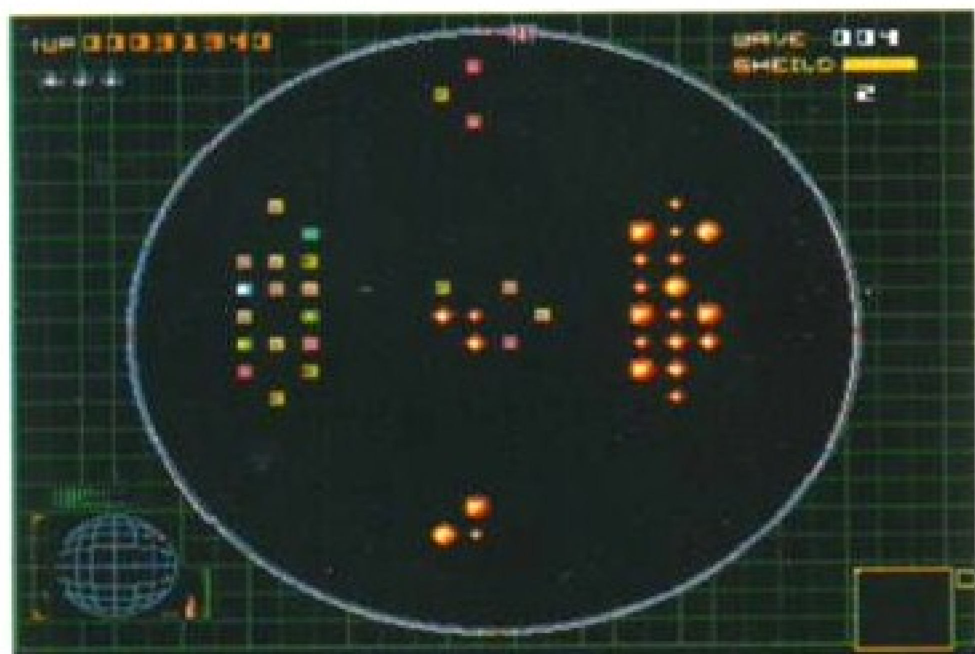


NUMBER OF AMIGAS 350,000

Example prices: A1200 - A$1199, A4000/040 25/120 - $2999

THE AUSTRALIAN AMIGA community is an enthusiastic bunch if show attendance is anything to go by. While around 28,000 British owners turn up at UK shows, 30,000 Bruces pass through the Australian World of Commodore at Darling Harbour in Sydney every year. That's 10 per cent of all owners. In fact so keen are they that one remote town in the Ozzy outback actually hires an aeroplane to fly its residents down to the show.

One other interesting fact about the Amiga in Oz is that there are over 15,000 games consoles over there that are Amigas repackaged in non-Amiga cases and sold without the Commodore name.



Microbes, a PD game from Vision Software, was on *AF* Coverdisk 35. Their *Woody's World* is on Page 82.

NEW ZEALAND

Amid the sheep and Kiwis there are a small number of dedicated Amiga users in New Zealand. How do we know they're so dedicated? Well what would you call someone who pays NZ$649 for a copy of *Wordworth 2*? And that's the special offer price.

The software distribution business is so underdeveloped that products go through the hands of five or six middlemen before they reach the consumer. So poor New Zealand Amiga users are forced to pay astronomical prices for their software. That hasn't stopped 40,000 of them buying an Amiga however, but as you can imagine, there's a fair old bit of software piracy down there.

All this piracy has led to one or two good PD coders in NZ. One group, Vision Software, produced the classic PD games *Microbes* and *Cybernetix* before becoming commercial software producers and releasing *Woody's World* which is reviewed on Page 82 of this issue. Vision Soft are also currently working on the new version of their *Blitz Basic*. This programming language is similar to *AMOS*, in that it is a fast and powerful extended beginner's language, but when we saw a sneak preview version it looked even faster than *AMOS*.

OPALVISION

Amiga users the world over are getting very excited about a product called Opalvision. But nowhere are they more excited than in Australia. This 24-bit frame buffer card and paint program was developed by a young Australian called Gary Rayner, a resident of Sydney. Gary's first success was with a graphics board called Colorburst. While developing ColorBurst Gary won the Young Inventor of the Year competition and bagged himself $20,000. He used the money to get distribution for the board in the USA where it was quite a successful product.

In best entrepreneurial fashion Gary ploughed the money from ColorBurst back into development, and late last year he produced, virtually unannounced, a card called OpalVision. The beauty of the OpalVision package is its comparative low price and the astounding quality of the paint software included with it. Here in the ***Amiga Format*** offices we were so impressed that we immediately started using *OpalPaint* for some of the tasks we used to do in *PhotoShop* on the Macintosh.



If you're gonna have a logo for your 24-bit card, it may as well be a 3D ray traced one.



Maybe Opal Technologies should think of including a 3D ray tracing package, like *Lightwave* and the *Toaster*.

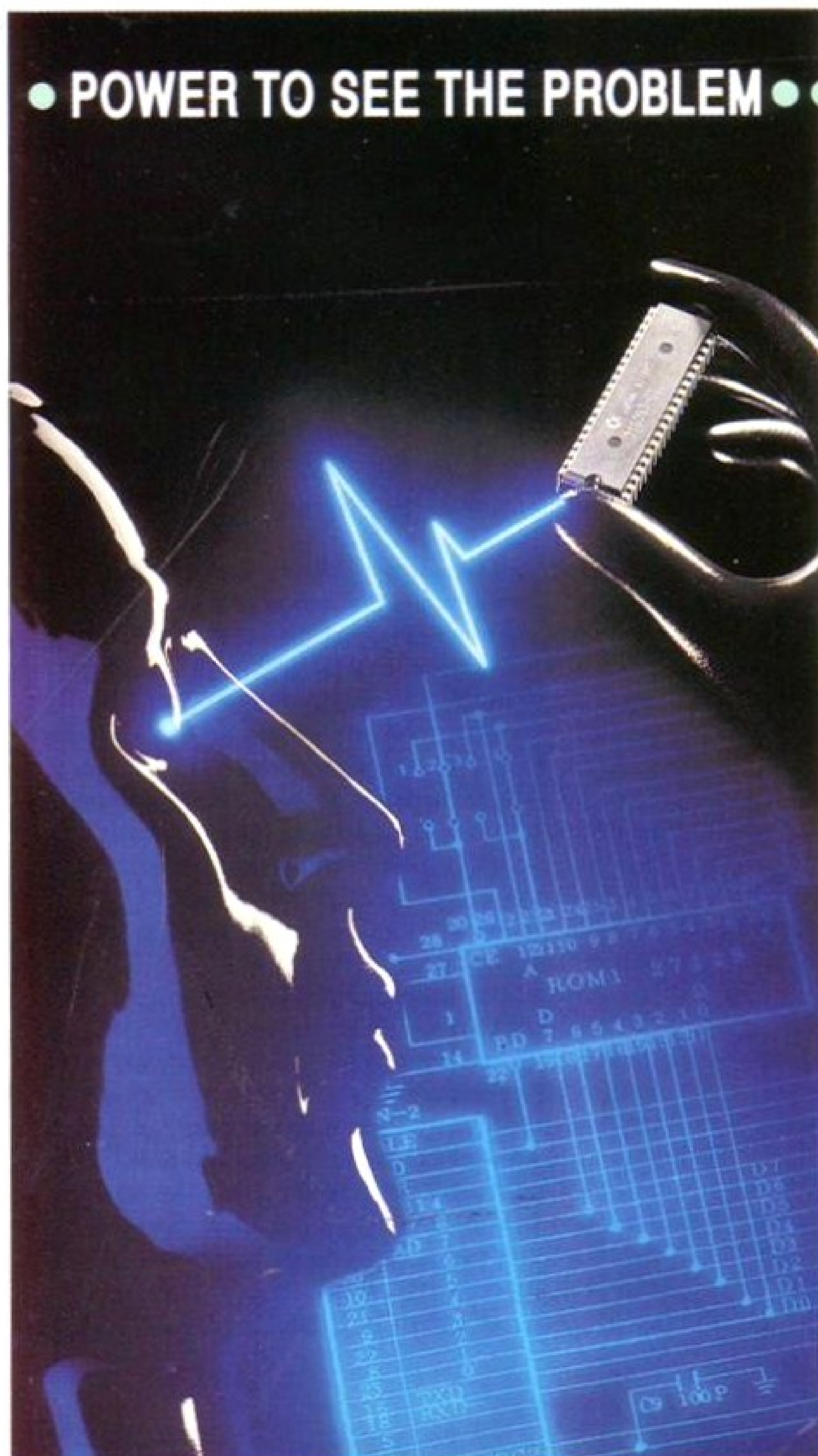
The next installment of the OpalVision story will be the release of the expansion units in a couple of months time. A frame grabber and genlock, a video input/output switcher, and scan rate converter are all promised, to turn the OpalVision card into a full-blown video studio. But the most impressive addition to the Opalvision package will be the Roaster chip. This digital processor will give the card real-time video effects capabilities. If it's as good as they say, or even as good as their equipment has been so far, the Video Toaster, which has never been available in a PAL version, never will be.

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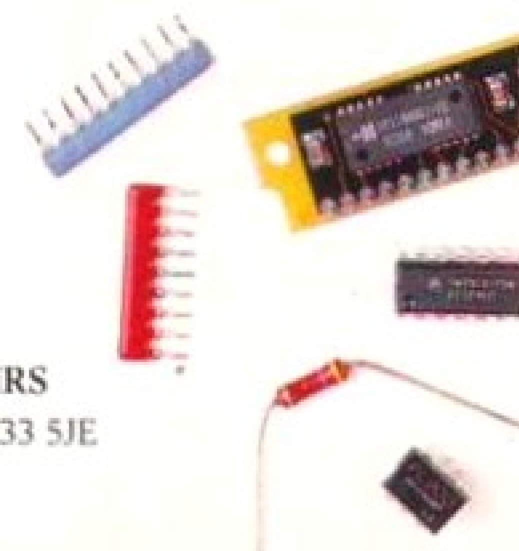
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WAKEFIELD

PD house 17 Bit software gathered the talents of many of Europe's top demo coders and gave them a mission, to write high quality Amiga games. The resulting software house Team 17, are no longer a part of 17 Bit, but they continue to draw their programming talent from all over Europe. Their games include *Project X*, *Alien Breed*, *Body Blows* and *Superfrog* (Page 56). They are possibly unique among games software houses in having never (to date) released a bad game.



Team 17 continue their unbroken history of success with the new platformer *Superfrog*.

SCANDINAVIA

The Scandinavian countries have always contributed much to the Amiga PD scene, and they are beginning to have a big influence on the commercial software scene. The Meskanen brothers, of Real Soft, have written *Real 3D 2* (AF46 – 96 per cent), possibly the best 3D ray-tracing package available for the Amiga. And now Bloodhouse, whose chief programmer was involved in developing *Real 3D*, have delivered some very impressive-looking screenshots to promote their debut game.



Bloodhouse's first game is *Stardust*, the screenshots look very promising.

Amiga Format office favourite *Pinball Fantasies* also originates from Sweden. The program, which ground the office to a halt when it first arrived, is from Digital Illusions, of Växjö. Their only previous product was the almost equally excellent *Pinball Dreams*, but they have a host of Amiga products planned for release in the next 12 months.



Pinball Fantasies is responsible for many shrieks of frustration in the *AF* offices.

SCOTLAND



TV Paint is one of the Amiga's best 24-bit paint programs. Written in France, it is sold by the Amiga Centre Scotland.

The Amiga Centre Scotland,run by Martin Lowe, is as it's name suggests an Amiga centre. But they have achieved national and international fame buy developing and supplying the first true colour card available in the UK. The Harlequin card, and its bundled paint package offer powerful and flexible 24-bit image manipulation to users. They aren't cheap, but they are very good.

The ACS also organises an annual animation competition which runs in conjunction with the Edinburgh Festival. Amiga Centre Scotland 089 687 583.

SLOUGH



EA's *Deluxe Paint IV* was the first program to make use of the A1200's new screen modes.

Electronic Arts are the UK arm of the huge American software house who brought the world *Deluxe Paint*. While they act as the British sales and marketing organisation for the parent company, they also develop games in their own right. Currently nearing completion is Bullfrog's *Syndicate* (see Page 28), a futuristic '*Sim City* with guns'. EA UK also help shape the development of some of the American companies products. As I write this, *AF* staff writer Andy Nuttall is packing his bags to go and meet with the developers of *Deluxe Paint V* to give them feedback from the *Amiga Format* team and our readers. This information will then be used to help improve the new release of *DPaint*.



EUROPE

If you take a look at the charts pages (Page 24) of this and every issue of *Amiga Format*, you'll see that they are sponsored by Penguin Biscuits and an organisation called ELSPA (European Leisure Software Publishers Association). Their aim is to help games software companies fight piracy, and present a good face to the press and the public.

They get a bit carried away at times, though, because it was them who stopped us putting complete full-price games on Coverdisks. But apart from this their actions benefit gamesplayers throughout Europe.

TURKEY AND POLAND

These two countries, despite their cultural diversity and geographical distance from one another have one thing in common. Almost all of Turkey's and Poland's Amigas originate in Germany. This could amount to up to 140,000 Amigas, supposedly in the German user base, actually belonging to foreign countries. This isn't a bad thing, but it strengthens Britain's claim to being the world's largest Amiga user, since most machines sold over in the UK remain there.

Poland is experiencing a wave of computer game fever, and their national TV program on the subject pulls audiences of up to 10,000,000 people. This is more than the total all the UK show's audiences added together.

EASTERN EUROPE

In the early Eighties Bulgaria made a concerted effort to become technologically up to date. The country's factories built thousands of poor-quality and slow PC clones. While the computers failed to make Bulgaria an advanced nation, they did make the country the world's most prolific producer of computer viruses. Fortunately they never really mastered programming the Amiga, so if you have a virus the chances are it didn't originate in Bulgaria.

The Amiga has never been as strong a seller in Eastern Europe as the C64 was, mainly because it is a much more expensive machine. But now that the ex-Eastern block countries are attempting to develop market economies, they present an interesting opportunity for Commodore.

As the retail price of A500/600s drop they become more affordable in Eastern Europe. But Commodore could consider offering trade-ins on older Amigas against new AGA models, then selling the trade-in machines in Eastern Europe. There might not be a lot of money in the initial sales, but establishing market dominance opens the door for a peripheral and software market. And once the Eastern European economies prosper there is a potential upgrade market too.

Europe

NUMBER OF AMIGAS 3,800,000

Example prices: A1200 - £399, A4000/030 25/120 £1,099

Europe, with all its cultural diversity, has a number of Amiga markets that are disparate in their use of the machine, and in the strength the machine has against its competitors. While you know about the Amiga's strong showing in the UK, do you know where its other strong European markets lay? Are you aware that Europe accounts for three quarters of all Amigas sold to date?

So strong is the machine's support in Europe that when decisions were being made as to the configuration of the A1200 before its launch, it was the opinions of the European Commodore companies that were given highest regard. CBM in the UK and Germany and Italy and other European countries went out to the software houses and asked them for a 'shopping list' of features they would like to see on a new entry-level machine. 32-bit memory, 256 colours and 2Mb of RAM came top of the list, a DSP (digital signal processor) and high density drive were lower down. And that's why the A1200 is the machine it is today. Some people at Commodore's headquarters, including President James Dionne would have liked to see a machine with a different spec. They realised the importance of selling into the strong European recreational market, though, and kept the price down by omitting a DSP.

UNITED KINGDOM

The Amiga has had a long and hard struggle to achieve its current position in the UK. When it was first launched it was beaten into the shops by a few months by the Atari ST, which at first captured most of the market. There was even a time when *ST Format* magazine outsold ***Amiga Format*** quite convincingly. The public soon realised which of the machines was the more capable of the two and the Amiga began its ascent to the position of Britain's best home computer. Still outnumbered in the home by that other big selling Commodore machine the C64, the Amiga has gone on to sell 1,500,000 machines in the UK, making it the world's biggest market for Amigas.

Like its little brother, the Amiga is perceived largely as a games machine over here, and the vast majority of all the Amigas sold have been A500/600s, and now the new A1200 is selling very strongly. Big box Amigas have not usually sold very strongly in the UK, but the recent launch of the A4000/030 could see that change – never has such a powerful Amiga been available for such a competitive price.

MAIDENHEAD, BERKSHIRE, ENGLAND

This is where the headquarters of Commodore UK are situated. The general managers are David Pleasance and Colin Proudfoot, who have recently taken over from Kelly Sumner. When a new machine is launched, or even a new bundle like the Comic Relief pack, it is revealed to the UK press here in Maidenhead, by Commodore's national marketing manager – Dawn Levack.

GERMANY

The Germans love advanced technology, and it took no time at all for them to realise the potential and the power of the Amiga. As in the UK, the Amiga is seen as a great game-playing machine, and the early German games market was dominated by the likes of MicroProse and Lucas Arts with their simulation and role-playing software. While over 1,300,000 Amigas have been sold in Germany, the traditional strength of the PC in these areas of games software has hit the Amiga, and many new users are buying PCs instead. This is a battle that Commodore have virtually lost in France and the USA, and they must sort out their service and customer support if they are to retain their strong market positions in the UK and Germany.

FRANCE

Although there are only around 250,000 Amigas in France, the country has had its fair share of Amiga software houses. Companies such as Coktel Vision, Titus, Infogrames, Loriciel, UBI Soft, and Delphine made games which have on occasion been described as 'weird'. While most of these softies have abandoned the Amiga in favour of the burgeoning French PC games market, Delphine have matured into a software house of some importance, and their recent *Flashback* and *Cruise for a Corpse* games have made the rest of Europe sit up and take notice.

ITALY

Due to the, what some may describe as, unsophisticated gaming tastes of the Italians, the Amiga is not giving ground to the PC. The Italians like arcade-style games, but they don't like paying for them. Piracy is a huge problem in Italy and despite there being over 600,000 Amigas there, the games market is negligible. Italian software house Cloanto have surprised us recently, though, with *Personal Paint* (**AF** – 79 per cent).

COMMODORE'S OPERATIONS IN EUROPE

The Amiga's strength in the European marketplace has lead there to be no less than 13 Commodore subsidiaries in Europe. They are in:

Austria	Laxenburger Strasse 36, A-1100 Vienna
Belgium	Europalaan 74, B1940 St, Stevens-Voldue
Denmark	Jens Juuls Vej 42, DK8260 Viby J/Aarhus
England	Gardner Road, Maidenhead, SL6 7XA
France	10-12 Rue du Saule Trappu, Massy Cedex
Germany	Lyoner Strasse 38, Frankfurt
Holland	Kabelweg 88, 1014 BC, Amsterdam
Italy	Viale Fuvio Testi 280, 20126 Milan
Norway	Postboks 109, 0509 Oslo 5
Portugal	Rua Jorge Barradas N30C-R/C, Lisbon
Spain	C/General Aranaz 95-97, 28027 Madrid
Sweden	Fagerstagatan 7, Box 8184, 163 08 Spagna
Switzerland	Langenhagstrasse 1, CH-4147 Aesch

The Rest of the World



IF COMMODORE HAVE sold 4,500,000 Amigas world-wide, and 3,500,000 of them have been sold in Europe, 700,000 in the USA, and 300,000 in Australia and New Zealand, it doesn't take Alan Turing to work out that the rest of the world accounts for exactly no Amiga sales whatsoever. If ever there was a time for someone to quote that old cliché, "Shurely shome mistake", it's now! Well, erm… no, not actually. There really are no major strongholds outside of the previously named areas, which is why they all got a page or a double page spread to themselves, and the rest of the world only gets a single page.

Of course there are some Amigas in other countries, but the numbers are negligible, usually amounting to a few hundred here and a few hundred there.

The Amiga is built in a number of locations around the world. But currently, much of the production is being moved from the plants in Irvine, Scotland and Braunschweig, Germany to Commodore's new plant in the Phillipines. The weather's probably better there.

JAPAN

In the land of the rising sun, and more importantly the home of both Sega and Nintendo, the Amiga is not without its fans. The Japanese Amiga Users Club has around 200 devoted members. The Japanese certainly know revolutionary advanced electronics when they see them.

It is maybe surprising that the Japanese have not taken a firm grip of the computer market like they have with the rest of home electronics. When they tried, with the MSX range of machines in the early to mid-Eighties, their products enjoyed no more success than the hosts of other lacklustre 8-bit machines vying for attention at the time. And like all their contemporaries (with the exception of the C64) they are now a rare sight even in second-hand shops.

THE BAHAMAS

Despite being founded in Toronto and having its technical headquarters in West Chester, Philadelphia, Commodore's notional administrative headquarters are in the Bahamas.

It's fairly safe to assume that the West Indian location wasn't chosen for its large indigenous Amiga market, so one has to assume other motives. Whereas you and I may base our company in the Bahamas for the nice climate, it's fairly safe to assume that Commodore's decision had more to do with offshore banking business. No, not the worst record the Members ever made, but a process of seeking tax advantages by locating one's company on a small island.

SRI LANKA

There's at least one Amiga on the island of Sri Lanka (which used to be called Ceylon for those of you who are depraved enough not to have watched *Blue Peter* in the Seventies), and it's on the desk of Arthur C Clarke. Yes that Arthur C Clarke, the one who wrote *2001: A Space Odyssey*. Arthur spends much of his time working in the package *VistaPro* on his accelerated A3000. In fact when Arthur bought the package, the writer John Hinkley went to Sri Lanka and installed it for him and gave him those important first few hints and tips.

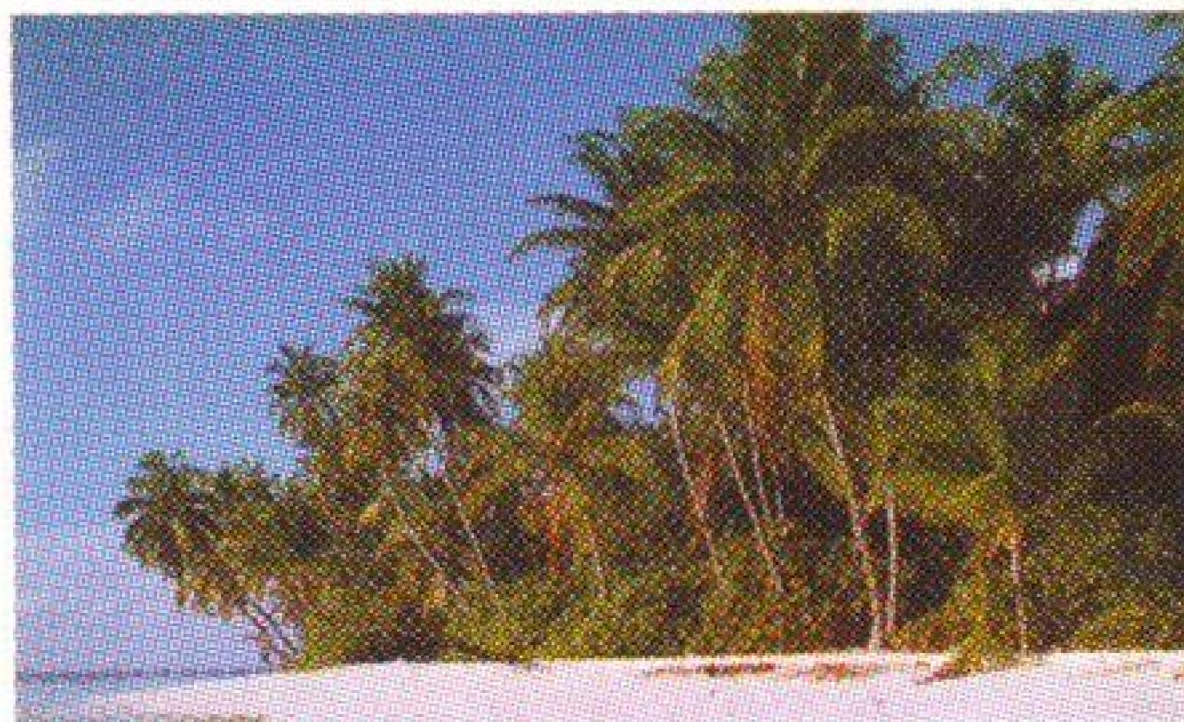


The surface of Mars as seen through the landscape program *VistaPro3*.

One of Arthur's current projects is a book entitled *The Snows of Olympus: A Garden on Mars*, featuring *VistaPro* renders of Mars' surface, which will be published by Gollancz in 1994.

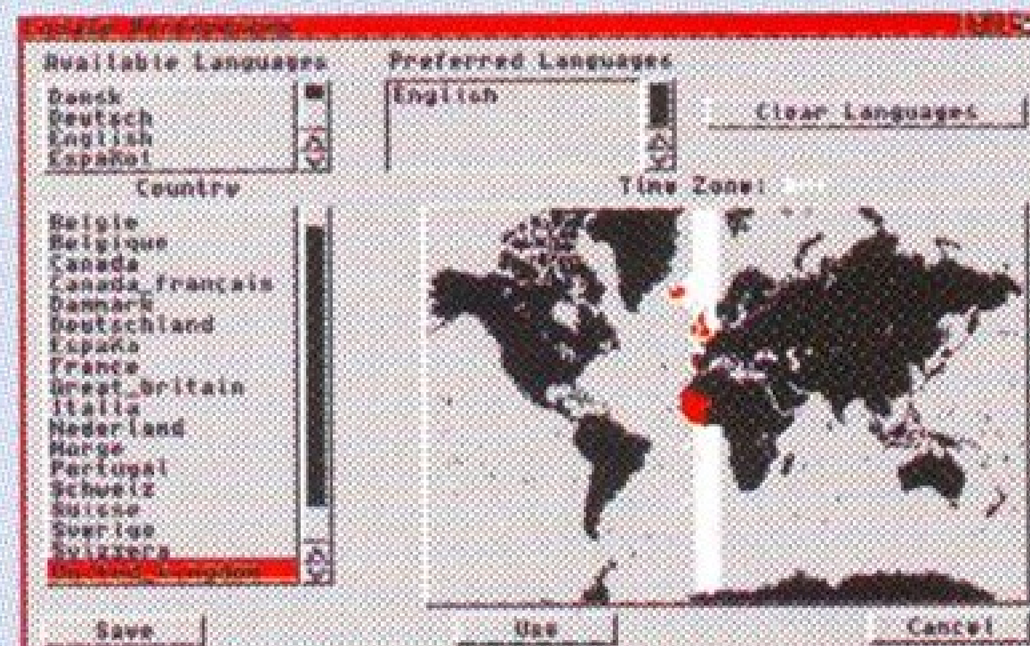
MAURITIUS

Mick Jagger and Princess Margaret both have homes on the tropical paradise isle of Mauritius, but it's unlikely that either of them know how successful the Amiga is over there. Every year, around 200 inhabitants of the island splash their way out of the warm water, run up the sun-drenched beach and head straight into the local computer store to buy themselves an Amiga. And who can blame them? You've got to have something to do in all that lousy weather…



If you lived on a tropical island paradise, would a home computer be high on your shopping list? For 200 Mauritanians every year it is!

JE HEISSE AMIGA, YO PARLE DEUTSCH!



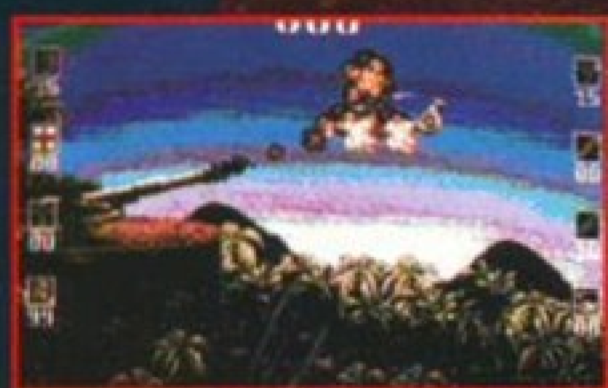
Setting the location enables correctly written software to talk your language. Ours is patriotically set to the UK.

With the advent of Workbench 2, a host of new features appeared on the Amiga's operating system. One of them was a program called *Locale*. This program is designed to make it easier for programmers to write software to sell to Amiga users worldwide.

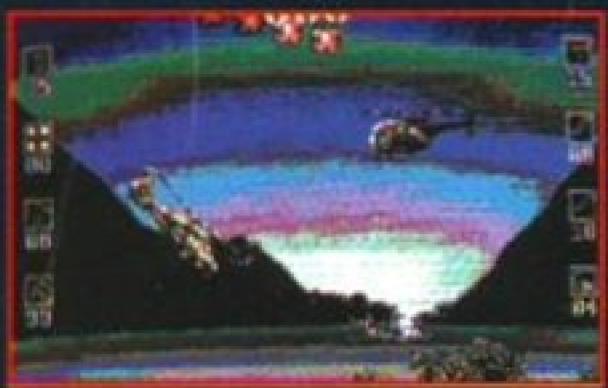
Historically, to make a serious program with many menus (such as *PageStream*) saleable in many countries, with their many associated languages, the programmers had to code several different versions with all the menus and requesters rewritten in the appropriate tongue. Now, when an Amiga user has their Locale set from the Workbench, a program written to support the new feature can automatically tell what language it should display its text in. Nifty eh? Especially for an international machine like the Amiga.

Apocalypse











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Hundreds of prisoners of war are held captive.
And your best buddy is among them.
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E&O.E.*

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FEATURES INCLUDE: 68020 Processor Running at 14 Mhz • 2Mb Chip RAM (expandable) 256 colours on screen from a 16.8 million colour palette • Full Amiga Key board (with Alpha numeric key pad).

PHOENIX PRICE............ £374.99

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WHAT YOU GET !!!
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UNBELIEVABLE TITLES AT AN UNBELIEVABLE PRICE!

AMIGA'S

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PHOENIX PRICE............ £224.99

A500+Base Pack.... NEW! **£194.99**

'THE WILD, THE WEIRD & THE WICKED'

1 Mb A 600 as standard and includes the excellent value Software titles: Deluxe Paint III • Formula One Grand Prix • Putty • Pushover

Phoenix Price ...... REDUCED! **£299.99!**
A 600 2Mb *(incl. above software)*........... **£339.99**

A600 Base Pack..... NEW! **£234.99**
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1 Mb A 600 as standard and includes **20MB HARD DRIVE** the excellent value Software titles: Deluxe Paint III • Trivial Pursuit • Epic • Myth • Rome

Phoenix Price .... REDUCED! **£359.99!**
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EXTRA MEMORY-Only £39.99 per Mb.

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A 500+

A PHOENIX RAM module can expand your chip RAM up to 2 Mb by using the trapdoor expansion port. All our boards carry a full 2 year no quibble replacement guarantee. **It's never been cheaper to upgrade!**

PHOENIX PRICE............... £34.99

1 Mb Fully populated RAM board............... £34.99
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A 500

½ Mb inc. clock.................................... £29.99

A 600

Phoenix PA 601-populated-1Mb..... £39.99
Phoenix PA 601-unpopulated-0Mb...... £24.99
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A500-HD8+ 120 Mb £459.99
A500-HD8+ 213 Mb £564.99
A500-HD8 controller only £179.99

1500/2000

Series II Hard Disk Controller/RAM card....... £122.99
Series II 42 Mb Hard Disk and RAM card..... £284.99
Series II 80 Mb Hard Disk and RAM card..... £329.99
Series II 120 Mb Hard Disk and RAM card.... £406.99
Series II 213 Mb Hard Disk and RAM card.... £544.99

RAM PER Mb £29.99

BOOST YOUR AMIGA'S PERFORMANCE WITH EXTRA MEMORY

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500/500+

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A530 Combi 40MHz + 213Mb Hard Drive........ £929.99
A530 68882 Co-Processor.......................... £219.99

1500/2000

GVP G-Force 030-25MHz + 1Mb............... £474.99
GVP G-Force 030-40MHz + 4Mb............... £757.99
GVP G-Force 030-50MHz + 4Mb............... £1136.99
GVP G-Force 040-33MHz + 4Mb............... £1419.99

GVP Accelerator RAM

1Mb Simm-32 Bit 60 Nanoseconds......... £65.99
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All monitors are supplied with a FREE cable for connection to your Amiga.

PHILIPS 8833Mk II.............. £224.99
Colour Stereo Monitor now including **'Lotus Turbo Challenge'**, and 1 years on-site warranty.

COMMODORE 1084 STI.............. £199.99
Brand new high quality Monitor with built in Tilt 'n' Swivel monitor stand

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MONITOR ACCESSORIES-

14" Dust covers.............................. £4.99
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Anti-Glare filter screen.................. £19.99
A4 Copy Holder............................ £12.99

PRINTERS

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Supplied with ALL printers containing 1.8m std. printer cable, printer ribbons/cartridge and 250 sheets of paper absolutely FREE.



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- LC24-100 .... £189.99
- LC-20 .... £132.99
- LC-24-20 (II) .... NEW! £224.99
- LC-200 Colour £199.99
- LC24-200 Colour £279.99
- XB24-200 Colour £379.99
- SJ48 Bubblejet £219.99

Star printers come with one year warranty.



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- Swift 200 Colour £214.99
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- Swift 9 Colour £169.99
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Citizen printers come with 2 year warranty.



- Deskjet-550C (colour printer) .... NEW! £534.99

300 dpi laser quality output • sharp blacks and 16 million colours available • six built in type faces-4 scalable • improved media handling • several paper sizes • FOUR TIMES FASTER than previous H.P. Deskjet range.

- Deskjet 500 .... £329.99
- Deskjet-500 Colour £424.99

HP printers come with 3 year warranty.

- HP black ink cartridge £24.99
- HP colour ink cartridge £29.99

AUTO SHEET FEEDERS

- STAR LC20 .... £57.99
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- STAR LC24-200 .... £62.99
- STAR LC24-20 .... £62.99

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- STAR LASER JET MK III £724.99
- STAR LS-5 NEW! PHOENIX PRICE £599.99

5 Pages per minute 1 years on site maintenance warranty and 14 resident fonts

- STAR LS-5EX .... NEW! £734.99

5 Pages per minute 1 years on site maintenance warranty enhanced control logic board 14 resident fonts (eight scalable).

- STAR LS-5TT .... NEW! £954.99

As above but with 35 postscript fonts and 2Mb of memory (expandable to eight.

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Canon Canon

- CANON BJ 10eX NEW LOW PRICE £199.99

Upgraded version of BJ10e, the worlds biggest selling portable inkjet printer. Includes BJ10 Driver Disk!!

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Feature include: 300 dpi. • Min 80 page Auto sheet feeder • minimum 3 pages per minute SUPER VALUE!

- CANON BJ 300 .... £374.99

80 column bubblejet provides laser quality output.

- CANON BJ 330 .... £499.99

136 column bubblejet.

- CANON Bubblejet cartridges £17.99
- BJ 10eX Autosheet feeder £49.99

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(Has just received 90% Amiga Format Gold Award)

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High precision, pointing device.

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(Rechargeable top selling innovation.)

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Don't damage your Amiga's ports! This device saves wear and tear makes switchover FAST, and does NOT require power unlike many others.

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- Power Scanner v3.0 .... NEW £109.99

Includes FREE upgraded editing software.

- Power Scanner Colour £234.99

GOLDEN IMAGE–Hand Scanner Series

Features: 400 dpi • 256-Greyscale • Touch up and Merge it software.

- AlfaScan £124.99
- AlfaScan Plus £149.99
- AlfaScan OCR NEW LOW PRICE! £149.99

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GVP Digital Sound Studio High quality sound sampler for all Amiga Computers REDUCED! £39.99

Amiga Music Made Easy-Only from Phoenix!

ACCESSORIES

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Heavy duty construction, rubber edging, perfect colour match, makes an ideal workstation for the A500/A500+ A 600 control centre now available.

- Phoenix Stereo speakers .... NEW! £37.99

Superb sound and excellent dynamics. These two-way stereo Hi-Fi speakers are an Amiga standard-Excellent companions on any gaming soiree!

- Analogue Joystick adaptor .... NEW £9.99
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- Gravis game pad .... NEW! £14.99
- Zipstick Pro £11.99
- Foot Pedal .... NEW! £24.99

DATA SWITCHES–(25 pin D type) (all include cable)

- 2 way £15.99
- 3 way £17.99
- 4 way £19.99

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AMIGA CUSTOM CHIPS

- Kickstart 2.04 ROM £34.99
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- Fatter Agnus 8372A £34.99
- NEW Super Denise £29.99
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- 4 Mb x 9 (-70) Simm £99.99
- 1 Mb x 9 (-80) Simm £29.99
- 256k x 9 (-80) Simm £12.99
- 256k x 4 DRAM £3.99
- 1 Mb x 4 (-80) Zip *£29.99
- 256k x 4 (-80) Zip *£29.99
- 1 Mb x 1 DRAM £3.99

*This price is for 1 Mb of RAM

These chips cover practically every popular memory expansion or Hard Drive system on the market for the Amiga ie. GVP, SUPRA, MICROBOTICS, COMMODORE

AMIGA RELEASE 2

The popular upgrade kit for 1.2 / 1.3 owners from Commodore is in stock and selling fast! £79.99

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Don't confuse these quality disks with others currently available. 3.5" 100% certified error free 70% clip. All disks include FREE high quality Phoenix labels.

- 10 .... £4.99
- 25 .... £12.99
- 50 .... £22.99
- 100 .... £39.99
- 200 .... £72.99
- 500 .... £174.99
- 750 .... £259.99
- 1000 .... £339.99

Dysan Branded disks– High performance media from the experts-box 10 with labels and FREE 10 Cap plastic storage box

- 10 .... £5.99
- 50 .... £26.99
- 100 .... £52.99
- 500 .... £249.99
- 1000 Phoenix Disk Labels £9.99

DISK DRIVES

All drives feature super slim design, enable-disable switch, thru port and come with a 1 year replacement guarantee!

- Phoenix Deluxe Drive £49.99
- Roctec Roclite .... NEW! £64.99

This famous drive has now been upgraded to include Anticlick and Virus Checker

- Zappo 3.5" Ext Drive £54.99
- KCS Dual HD-Drive .... NEW! £POA
- Disk head cleaner £3.99

LEADS & CABLES

- Midi-Midi 2m £3.99
- Midi-Midi 3m £4.99
- Midi-Midi 5m £5.99
- Disk Drive ext £9.99
- Modulator ext £9.99
- Amiga-Scart £9.99
- Amiga-8833MkII £9.99
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- Mouse/Joystick splitter £4.99
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- *Amiga-Multisync .... from £9.99
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- *Amiga-CPC monitor £9.99
- *Amiga-RGB/TV £9.99
- *SCSI Cable various £9.99
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- Vidi Amiga 12 (AGA version) £73.99
- Vidi Amiga 12 (Std version) £72.99
- Rendale Genlock 8802 .... £164.99
- Caigari 24 PAL (inc video) £319.99
- Roctec P.I.P View £113.99

SOFTWARE

NEW TITLES..STOP PRESS..NEW TITLES

- Pro Page V4 .... £124.99
- Page Setter V3 .... NEW! £39.99
- The Publisher £34.99
- Wordworth V 2.0 (AGA) £74.99
- Turbo Print Pro £32.99
- Real 3-D Pro/Turbo £77.99
- Essence £49.99
- Art Dept Pro 2.5 .... £136.99
- Pixel 3-D Professional £139.99
- Gigamem Innovatronics £99.99
- Typesmith (Softlogic) .... T.B.A.
- Deluxe Music Construction Kit V 2.0 .... £49.99
- Vista Pro V 3.0 .... NEW LOW PRICE! £59.99
- Distant Suns £36.99
- X Copy Pro V5.0.1 (With Hardware) £29.99
- Quater Back V 5.0.1 .... £29.99
- Quater Back Tools V 1.5 .... £52.99
- Devpac 3 .... £47.99
- Hisoft Basic £39.99
- Hisoft Extended £16.99
- Hisoft Pascal £64.99
- Clarity 16 .... £107.99
- Video Master £52.99
- Morph Plus £149.99
- Image master £129.99
- Big Alternative Scroller v2.0 .... £59.99
- Amiback v2.0 .... £42.99
- Techno Sound Turbo £29.99
- System 3E £49.99
- Deluxe Paint 4.5 (AGA for 1200) £64.99

WORD PROCESSING / DTP

- Final Copy 2 .... £69.99
- Final copy soft fonts now available .... POA
- Pagestream v2.2 .... £134.99

now includes 47 new fonts!

- Pen Pal 1.4 .... SPECIAL OFFER £39.99
- Wordworth V 2.0 Std £72.99
- Wordworth V 2.0 AGA .... NEW! £74.99

now includes 17 Compugraphic fonts!

INTEGRATED PACKAGES

- Gold Disc Office 2 .... £59.99
- Mini Office £39.99

UTILITIES

- Lattice 'C' V6 .... £214.99
- A-Talk 3 .... £44.99
- Cross Dos V5 (inc. Cross PC Emulator) £29.99
- Diskmaster 2 .... £43.99
- Dos 2 Dos £29.99
- Opus Directory V4.0 .... NEW! £49.99

DATABASE

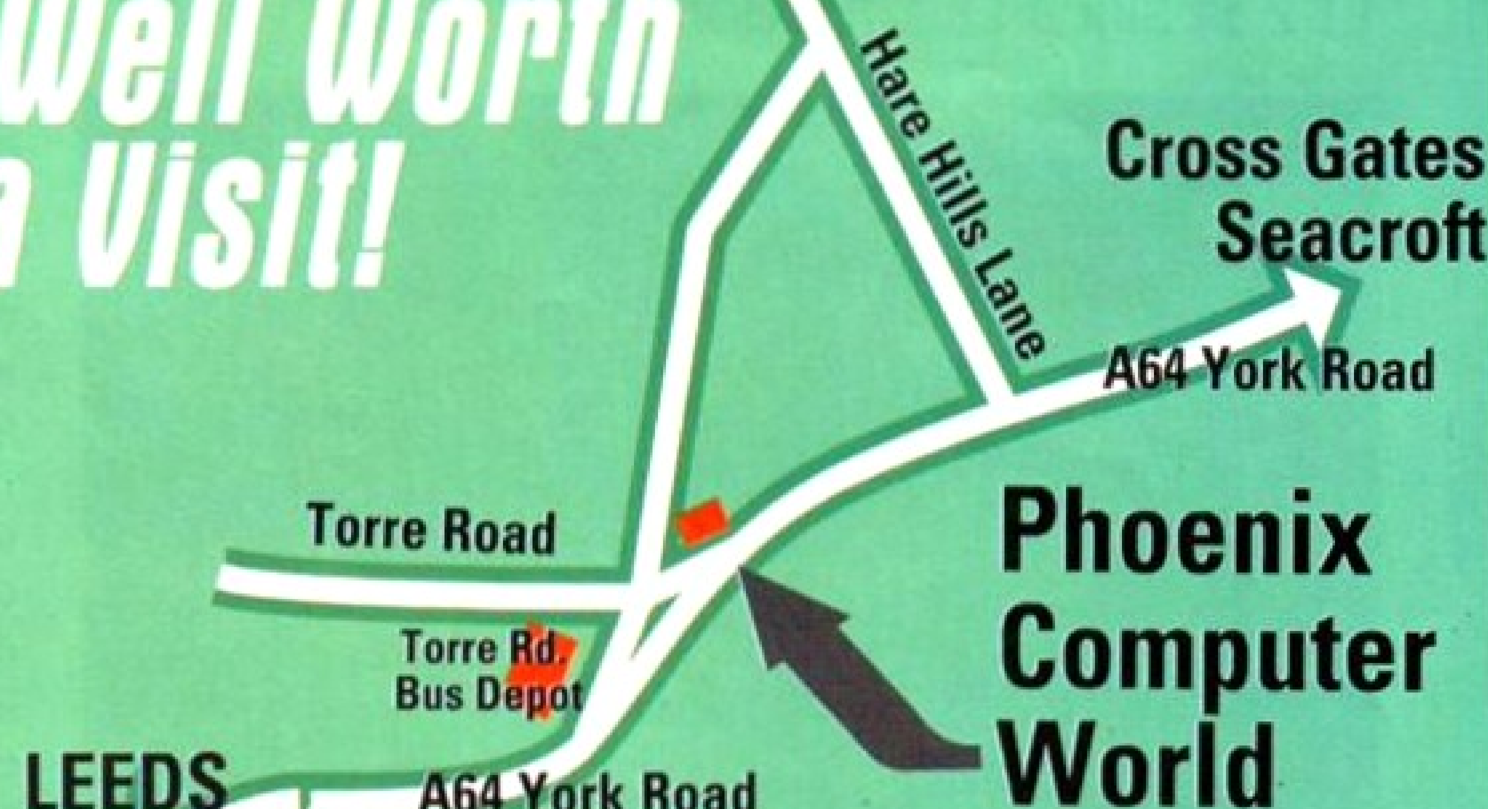
- Superbase Pro 4 .... £164.99
- Superbase Pers 2 .... NOW ONLY £39.99

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- Art Department Pro Conv. Kit £57.99
- Can Do It V.I.G £94.99
- Hyper Book £44.99

CAD & DRAWING

- Intro CAD Plus £74.99
- X CAD 2000 .... £99.99
- X CAD 3000 .... £269.99



Richard Baguley examines eight floppies that will help you avoid those disk-swapping blues...

DISK SWAPPING IS a pain. If you've ever tried running *Wordworth* or *Monkey Island 2*, you'll know exactly what we mean. And after you've seen the 'Please insert volume Workbench 2-0' requester for the thousandth time, you might consider investing in an extra floppy drive for your Amiga (after all, it's cheaper than buying a hard drive). But which one should you buy? There are so many to choose from. Will you want to copy large numbers of disks? Will you need more than one external drive? Will you need a high density drive? You'll slowly piece together a picture of the most suitable model for you.


An external floppy could be one of the most useful peripherals you ever buy for your Amiga.

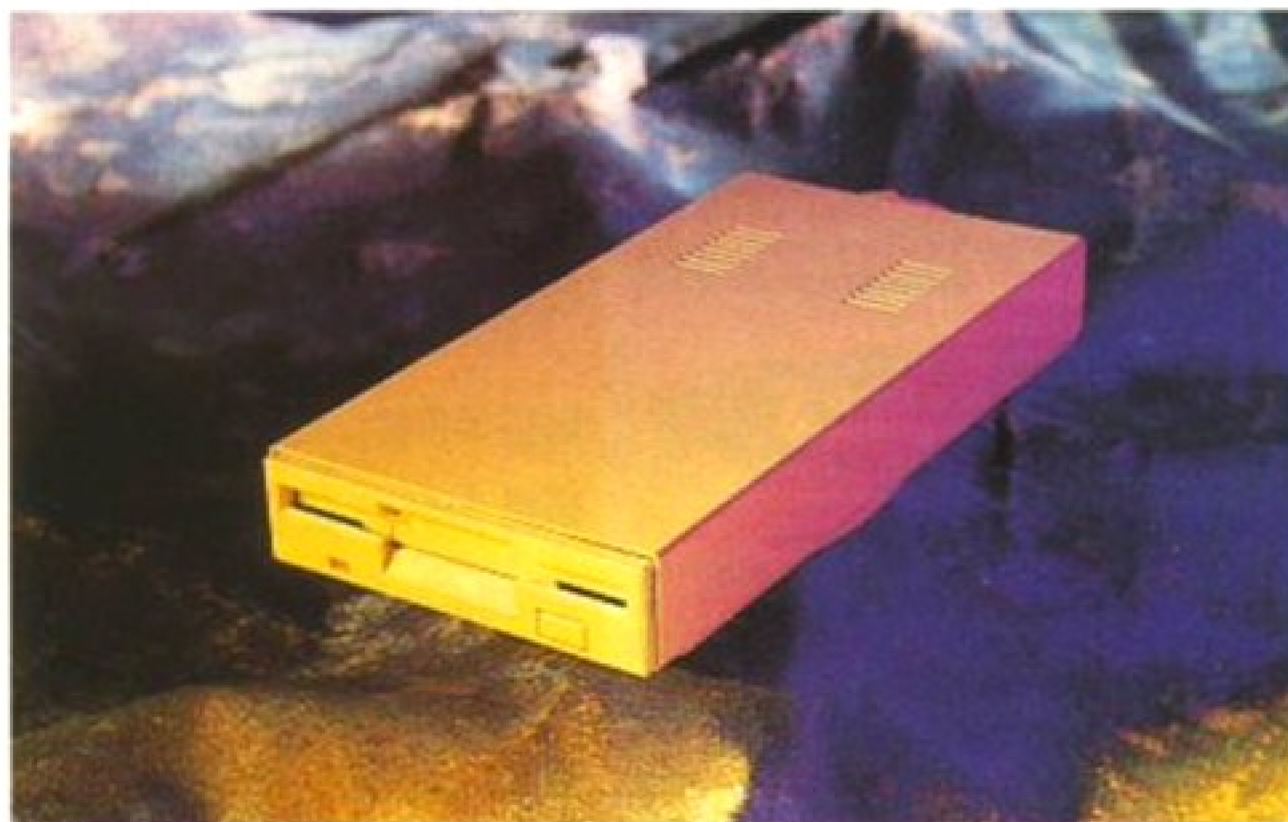
Which floppy?

Evesham Floppy Drive

£52.99 ■ Evesham Micros ■ 0386 765500

THE MODEL WE'VE reviewed is based around a Citizen mechanism, although some Evesham models use Sony technology. It's slightly bigger than some of the other drives on review, and it has ventilation holes on the top – potentially hazardous for coffee, tea or beer lovers. It's something of a mystery as to why the holes are there, because the Citizen mechanism doesn't seem to ever get hot, even after several hours' solid usage. It's slightly higher than other drives, but only by a matter of a few millimetres.

There's a good, positive action as soon as you insert a floppy disk. You have to press the button fairly firmly to eject the disk, so the chances of accidentally removing the disk are not very likely.


The Evesham drive looks like it could stand up to a fair amount of abuse, but those ventilation holes could be a problem.

Evesham Floppy Drive

SPEED ●●●●
The icon/Virus checker test took only 15 seconds to complete.

DOCUMENTATION ●●
Pretty minimal, but frankly you don't need much for a product like this.

BUILD QUALITY ●●●
Overall, pretty good, but why the ventilation holes? It doesn't even get hot.

FEATURES ●●●
It's a drive, and it has an on-off switch – that's all you need.

VALUE ●●●
It's a reasonable drive, but other models are cheaper and smaller.



80%

Roctec

£52 ■ Silica Distribution ■ 081-309 1111


The Roctec drive is slim and available in black to match the CDTV. Goth disk drive, anyone?

THIS DRIVE IS a part and parcel of the history of ***Amiga Format***. It's been used by various people around the *AF* office for the last couple of years, and it has never let the team down. It has survived numerous tea and coffee spillages, scratch marks and dents – in fact, the usual assault course that *AF*'s equipment seems to have to endure over the course of an issue. Inside the case is a very thin and very reliable Citizen mechanism, which has found its way into several drives.

There's no anti-click circuitry, but the click is extremely quiet, as is the mechanism itself – you won't hear any bumps and grinds out of this beauty. The only noise that you get from it is a slight whooshing noise when the motor starts up. Andy Nuttall has been using the Roctec for several months, and often forgets that it's being used – surely the mark of a quality disk drive (either that or an absent minded staff writer).

Roctec

SPEED ●●●●
The icon/Virus-Checker test took an impressive 14 seconds.

DOCUMENTATION N/A
Any documentation was lost many years ago in the dark dank depths of the *AF* office.

BUILD QUALITY ●●●●
It's a solid drive, with a tough case and proven longevity in the *AF* office.

FEATURES ●●●
No anti-click circuitry, but the click is very quiet. You can hear it if you get really close.

VALUE ●●●●
A solid drive, with no bells and whistles. Highly recommended.



90%

RULES OF THE ROUND-UP

Most of the floppy drives tested are pretty similar. The speed of access is the same because this is determined not by the drive, but by the Amiga. However, in order to judge the speed and efficiency of the drive, I've measured the time it takes for the icon of an inserted disk to appear on screen. Each Amiga also has running *Virus-Checker*, an anti-virus program. When a disk is inserted, this program examines the bootblock to root out any viruses.

As Workbench is looking for the disk icon file at the same time, this is a good way to find out how quickly the drive can move between disk tracks. As a point of reference, the internal drive of an A1200 takes 12 seconds from the time of inserting the disk to the point when the drive light turned off. We have also looked at the general build quality of each drive, checking how well it would stand up to accidental knocks and scrapes, and how it would cope with liquid spillages.

INTERNAL AFFAIRS

Old age comes to us all, and the Amiga is no exception. One of the first signs of ageing on an Amiga is floppy drive failure. This is understandable, because it is one of the few moving parts in the machine, and the one that gets the most use. Typical symptoms of drive illness include repeated read/write errors, or unpleasant grinding noises. Don't panic if your drive is exhibiting these symptoms. It might not be bad news – the drive could just be in need of a spring clean. Try cleaning the heads using a special cleaning disk – it works in much the same way as an audio cassette head cleaner. You could also use a small vacuum cleaner at the mouth of the drive to remove any specs of dust and debris which may have found their way in.

If a good clean does not cure the fault, you may have to replace the disk drive mechanism. This is not a difficult operation, although it does involve opening the case. If your machine is still under guarantee, don't even consider doing it yourself. Contact Wang (081-847 223) to get the machine repaired. If it's out of guarantee and you're confident about doing it yourself, several companies can supply you with a replacement drive and the relevant instructions. Ladbroke Computing, Evesham Micros, Silica Distribution and Power Computing can all help with this – see reviews for telephone numbers. All these companies supply instructions with their drives. If you've an A1500 or A2000, you may need to get a special drive, because these models use a different method of mounting the drive.



A selection of replacement internal disk drives from Power and Ladbroke Computing. Exciting, aren't they?

When opening your Amiga and touching its internals, take some anti-static precautions and do not drink or eat near the machine. This will ensure the continued happiness of you and your Amiga.

Zappo Drive

£44.99 ■ Indi Direct ■ 0543 419999

THIS DRIVE LOOKS quite similar to the Roctec model, and when you open the case you see why. It's based on the same Citizen drive mechanism, which is extremely thin and is noted for its reliability.

The casing is different, and there are a number of ventilation holes in the top. Much like the Evesham drive, these could be more trouble than they are worth, because the drive mechanisms don't seem to get hot. The holes are shielded by a fine mesh, but this would not provide adequate protection against liquid spillages.

Apart from this minor flaw, the drive is excellent. There's the usual through port and an off switch on the rear of the drive, and the case is tough enough to stand the standard rigours of life as a peripheral. There's no added features as with some of the other models, but If you're on a tight budget , this one is well worth considering.



The Zappo drive from Indi Direct is very thin and extremely quiet. It's also the cheapest of the models featured in this round-up.

Zappo Drive

SPEED ●●●●
The icon/Virus-Checker test took 14 seconds, very close to the times for the other drives.

DOCUMENTATION N/A
As with the Roctec, the documentation is lost somewhere in our complex filing system.

BUILD QUALITY ●●●
Very well built, with a tough metal case. Ventilation slots aren't really necessary.

FEATURES ●●●
A basic drive, with through port and on-off switch.

VALUE ●●●●
It's the cheapest of the drives in this round up, and it's one of the best.



Verdict 85%

Cumana CAX 354

£54.99 ■ Ladbroke Computing ■ 0772 203166



The Cumana drive has curiously sloping sides, so it can't stand on its edge. The case also seems rather thin in places.

THIS MODEL HAS been around almost as long as the Amiga itself. It's based on a Chinon mechanism, which has been proven over the years to be reliable. The case comprises two pieces of plastic which snap together – a fairly tough exterior, but also rather thin in places. I'm not convinced that this case could stand up to the impacts that the metal cases would cope with. The shape also means that you can't stand it on its side, so you can't lean it against the case of the boxed Amiga models (such as the A4000).

At the rear of the drive is the through port and an on/off switch. This was a good drive in its day, but it has been upstaged by newer, more compact models.

Cumana CAX 354

SPEED ●●●●
The disk insertion test took a reasonable 15 seconds to complete.

DOCUMENTATION ●
Only a single sheet of A4, much of which refers to another model.

BUILD QUALITY ●●●
It's bigger than all of the other drives, and the case feels more likely to break.

FEATURES ●●●●●
No extras, except an on/off switch. No anti-click circuitry, and the click is the loudest of all the drives.

VALUE ●●●
A reasonable drive, but it's beginning to show its age now.



Verdict 70%

Power PC880E/PC880B/PC880B & XCopy

£49.95/£60/£75 ■ Power Computing ■ 0234 843388



Power's floppy drive is longer than the others in this round-up, but this includes an extra chip for the disk back-up program.

THESE MODELS are based on Epson mechanisms, but the PC880B models include additional anti-virus and back-up circuitry. The only external difference is a switch on the back – this changes between anti-virus and back-up mode on the costlier 880B. The top is plastic, with a metal base. Despite the plastic, the drives are solid and hard wearing.

The 880B includes circuitry which stops anything writing to a disk's bootblock, which is an anti-virus measure. In these days of link and file viruses, this is of limited use, since it won't prevent the spreading of these types of viruses. The drive has an extra chip which allows you to use Blitz disk copying software, a quick way of duplicating disks. *XCopy* is useful for duplicating non-standard disks.

Power 880s

SPEED ●●●●
The disk insertion test took a mere 14 seconds to complete.

DOCUMENTATION ●●●●
A single manual covers all three models and the dual drive, but contains all the relevant info.

BUILD QUALITY ●●●●
Robust casing, made from thick plastic, tough enough to withstand the usual wear and tear.

FEATURES ●●●●
Both Blitz and XCopy are very useful features if you need to copy large quantities of disks.

VALUE ●●●●
The economy model is well-priced, as are the models with back-up circuitry.

Amiga Format Verdict 87%

Power Dual Drive

£125 ■ Power Computing ■ 0234 843388

THIS IS ESSENTIALLY two Power 880B drives stuck together in a single case. It's questionable whether the Amiga would be capable of powering two drives, so the company have included an external 9V power supply which plugs into the back of the case. Unlike the 880B, the case is metal, housing two Epson drive mechanisms and the accompanying circuitry. Ventilation is supplied by two sets of holes in the side of the drive in the shape of the letters PC (presumably for Power Computing).

In use, the drives are identical to the 880B, and have worked faultlessly throughout all of our tests. The power supply doesn't even get warm, even when the drives are repeatedly accessed for long periods. It's unlikely that many people will need three drives on their Amiga, but if you're doing a lot of copying, or using programs that come on several disks, it could be useful.



This drive could be a bit of a drain on the Amiga, but fortunately Power have included a separate power supply.

Power Dual Drive

SPEED ●●●●
The disk insertion test took 14 seconds for the drive to complete.

DOCUMENTATION ●●●●
The manual is the same as the one supplied with the 880B.

BUILD QUALITY ●●●●
The metal case is perhaps a little stronger than the plastic one used in other Power models.

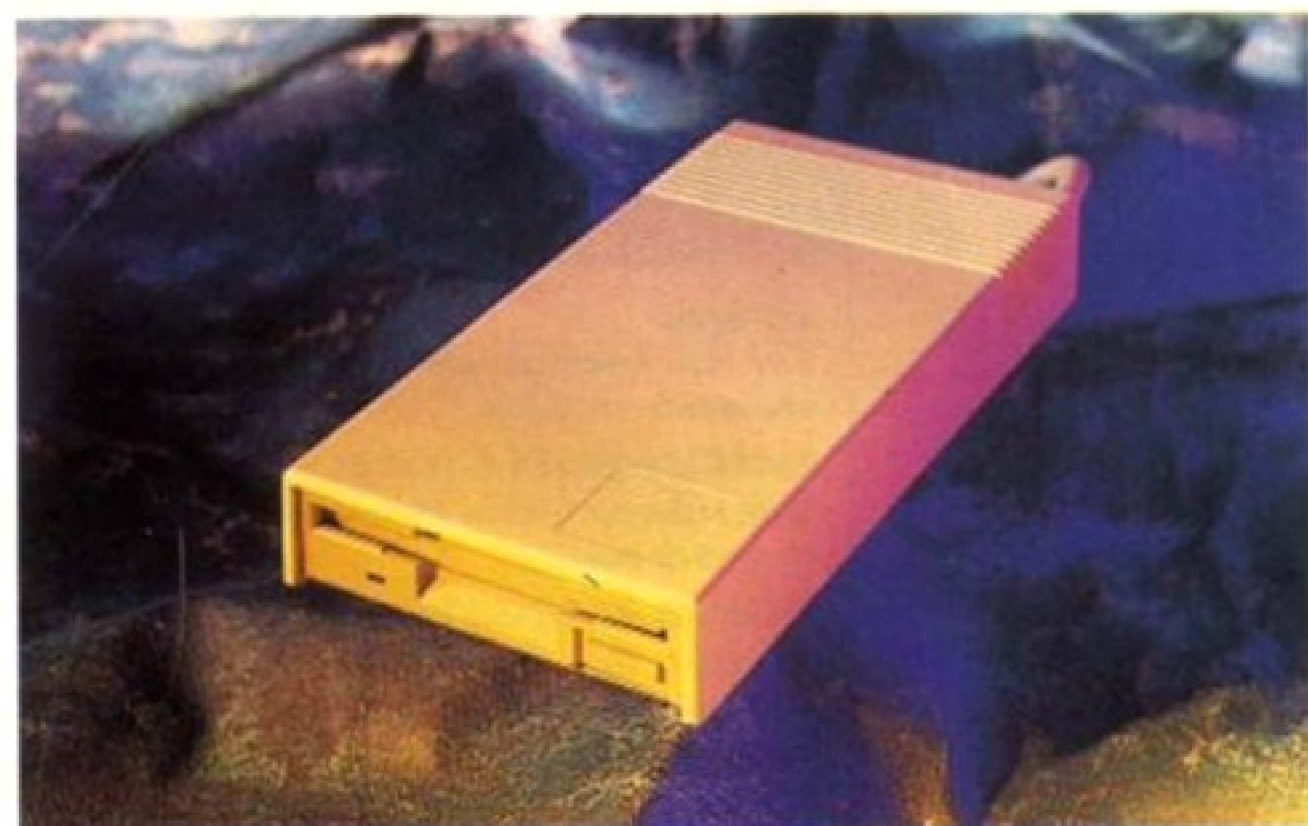
FEATURES ●●●●
The extra power supply is a good idea, especially if you're using your system for long periods.

VALUE ●●●●
More expensive than buying two drives, but the extra power supply will take the strain.

Amiga Format Verdict 87%

Power HD Drive

£129 ■ Power Computing ■ 0234 843388



The Power high density drive shares the same style of case as the other single drive models.

THE BENEFITS OF using high density disks in these days of 24-bit graphics and large animations is that you can fit 1.76Mb on one HD disk, which is enough for one 24-bit IFF file. At present this is the only HD drive available, although the A4000 internal drive is HD.

Externally, the drive looks like the 880B. Internally it's a different story. The mechanism is a standard IBM PC high-density mechanism, and there's a large custom chip and RAM chip, which buffers the flow of data between the drive and the Amiga. The drive draws its power from the floppy port of the Amiga.

Using it is simple. To read from an HD disk, plug the drive into the floppy port and turn on. The disk format is identical to that produced by the HD disks fitted to the A4000, so you can swap large files between machines easily. If you want to write to a disk, you need to install a program which fixes a bug in Workbench. Software to do this is included, but it's only a question of copying one file and adding a line to your startup-sequence. Once installed, it acts like any other drive. It's possible to read and write HD PC formatted disks, once you've altered the parameters of the *CrossDos* drivers to take the extra drive into account. (Works OK on a 600, 1200 or 4000.)

Since it doesn't halve the speed of the drive motor (like the Commodore model fitted to the A4000 does), it's not surprising the Power drive is slightly faster. According to Sysinfo, the Commodore drive can read 21,935 bytes per second from an HD disk, to the Power drive's 22,260. If this drive was cheaper, it would get a Format Gold. However, it seems a little expensive. Now Power have developed the HD interface, it's only a matter of time before other products that use it start appearing.

Power HD Drive

SPEED ●●●●
The test took 16 seconds because the drive takes time to decide what type of disk is inserted.

DOCUMENTATION N/A
No manuals were supplied with the review model, but Power's manuals are usually good.

BUILD QUALITY ●●●●
Once more, it's exactly the same as the 880B, with the same tough plastic case.

FEATURES ●●●
There are no extras, just an high density disk drive that works.

VALUE ●●●●
Seems a little expensive, but it's the only one of its type available at present.

Amiga Format Verdict 89%

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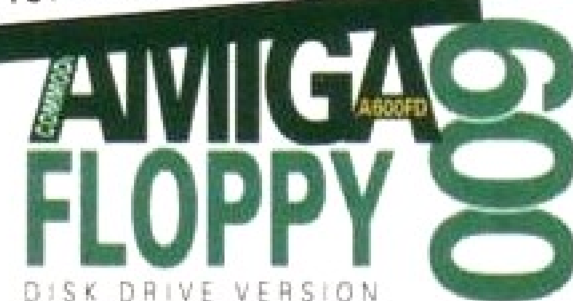
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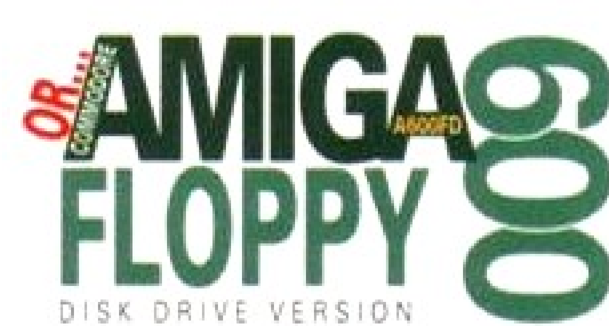
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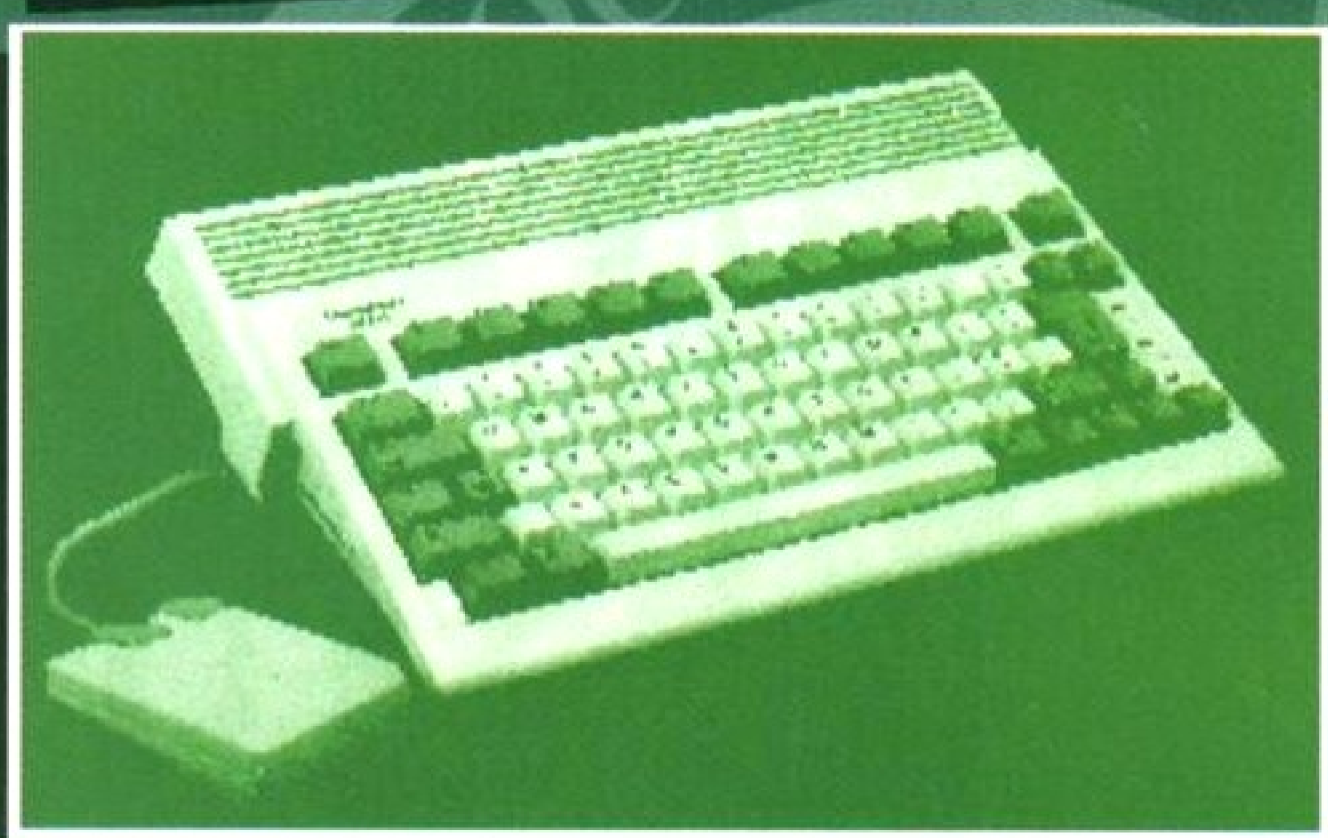


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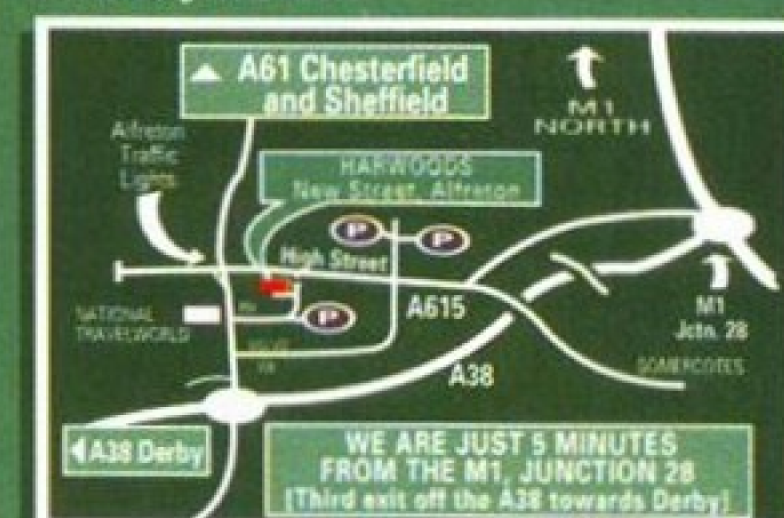
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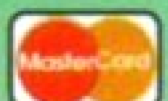
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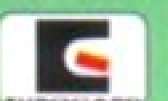
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You probably already know *Amiga Format* is the biggest-selling Amiga magazine in the world. We've achieved this by offering you, the reader, what we feel are the most authoritative reviews to be found anywhere. This view is consistently supported by the major software distributors, who refer to our reviews before deciding how many games to buy.

We've all been in your situation before, and have been caught out by buying poor-quality games. Now though, we're in a situation where we can advise you which games are worth buying, and which games aren't worth the plastic they're stored on. If we manage to stop just one of you wasting your money, then we feel that our job is worthwhile.

We have four golden rules which we stick to like glue:

(A) If a game is not finished, then we don't review it.
(B) If it's crap, we say it's crap – and we don't care what the softies think of us.
(C) We have never, and we will never, review a game 'on-site'.
(D) If we're forced to take sides, it's always your side we take.

A1200 COMPATIBILITY

The Amiga 1200 has been out for several months now, and we reckon that anybody producing games should ensure that the games are A1200 compatible.

For this reason we will only inform you if a game is NOT A1200 compatible. If you see the logo, it won't work on an A1200.

THE REVIEW CREW

We pick the best reviewer for the job. Here's why this month's team think they are particularly qualified to share their opinions with you...

NEIL WEST
"I was once the champion leap-frogger at St Crispin's Academy For Boys, so I should know a thing or two about *Superfrog*."

JAMES LEACH
"I've always had a reputation for being cheap and cheerful, so I'm doing budget games."

RICHARD BAGULEY
"I used to like that band Japan, that's why I jumped at the chance to review *Nippon Safe Inc.*"

RICHARD JONES
"I've always known how to bowl a maiden over, so *Graham Gooch World Class Cricket* is for me."

MARCUS DYSON
"I have been swimming many times, and I have yet to sink, therefore I feel ideally qualified to..."

PAT MCDONALD
"I enjoy travelling over the Severn Bridge, so I was the obvious choice for Whale's Voyage."

GARY LORD
"As a keen runner, I feel ideally qualified to review *Human Race – The Jurassic Levels.*"

STEVE BRADLEY
"They said something about an up and under if I reviewed *International Rugby Challenge*."

THE GAMES: WHAT'S IN STORE FOR YOU THIS MONTH



SUPERFROG
We ponder the plot of Team 17's new platformer. Is *Superfrog* top of the hops or is it just a jumped up version of that prickly platform poser *Sonic The Hedgehog*? Of course, what you really need to know is whether your friends will be green if you get hold of *Superfrog* before they do. Will they rush around to your pad to play *Superfrog*, or will they just leg it down to the arcade? Actually, Superfrog isn't a frog at all, he's a prince who's fallen foul of a witch, but is he destined to be king of the platform games? **Page 56**



Whale's Voyage
Is this the game with the soundtrack Whale Meet Again, or Whale Meat Again as Eskimos sing before they have their supper? No it's a futuristic role-playing game set on the spaceship SS Whale. So what, you might say, there are plenty of RPGs, what makes this one so different? That's just the question Pat McDoanld set himself before setting off on his voyage of discovery. **Page 70**



Woody's World
Do you really need a platform game about a little elfin chap on a quest for a crystal many screens away? Well if it's better than the other platform games on offer, you certainly do. Australian software house Vision Software have already made their mark on the shareware side, but how does *Woody's World* – their debut in the commercial market – measure up? **Page 82**



A1200 Games
We always said that it was only a matter of time before A1200 versions of the most popular Amiga games were released. Well, that time is now. But how do *Zool, Sleepwalker, Trolls* and *Nigel Mansell's World Championship* fare in their A1200 form? Are they faster, and more colourful? Do they really make full use of the A1200's amazing capabilities? You need to know! **Page 84**



Nippon Safes Inc
This adventure game is set in Japan, so why does it feature a punch drunk Italian boxer called Dino Fagioli? What's the deal with the dame they call Donna Fatale, and where does Doug Nuts come on to the scene? And why is Japan called The Land Of The Rising Sun, when there aren't any pubs there called the Rising Sun? We can answer some, but not all, of these questions. **Page 64**

He's lean, he's green and he's on your machine in a first-rate platform adventure.





You join us, sports fans, as Superfrog gets to take a gamble at the end of level one. Should he cash in his, erm, cash for some extra points, or save them up for a rainy day? If he's really lucky, he could score three Lucozades and win an extra life!

Superfrog

Oh dear. Here it comes. Oh no! Sorry, I can't stop myself… here I go… yes, yes, yes…

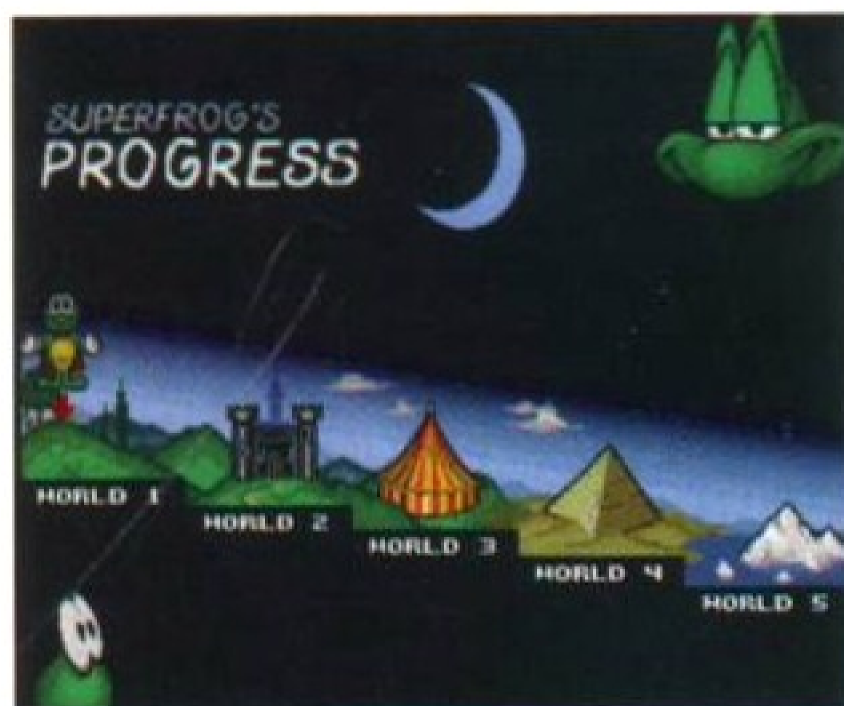
Superfrog is (shock, horror) based on *Sonic The Hedgehog*.

There's no getting away from the fact – you can smell traces of the spikey speed-merchant all over this latest game from Team 17. And as it turns out, this is no bad thing, for two very good reasons.

First, as any one who owns a console toy will tell you, *Sonic The Hedgehog* is a very fine game indeed. It pretty much redefined what platform games were all about, but so far the bluey blurr hasn't appeared on the Amiga.

But before you all start whinging that you don't want *'Sonic The Bleedin' Hedgehog'* on your Amiga anyway, thank you very much, and that you'd rather have some real gameplay (something Amiga programmers have proved themselves to be really good at) as opposed to some half-baked attempt at recreating some here-today-gone-tomorrow console's fancy custom chips whizzing through their paces, here comes Good Reason Number Two…

Team 17 haven't attempted to recreate the speed and graphical gymnastics of the console game. Instead, they have presented us with a slower, more deliberate and thoughtful version. Sonic's influence is but only skin deep. Scratch beneath the surface of *Superfrog* (or to be less metaphorical, simply pick up a joystick and start playing) and you will soon realise that *Superfrog* is its own game.



Five worlds (each with several sub-levels) stand between Superfrog and his superbabe.

Don't lick a frog

OK, so it's a standard platformer, but a very polished one. In the words of Team 17's Martyn Brown: "It's meant as a classic example of the genre, in much the same way as *Project-X* was a classic blaster." And you know what, he's right.

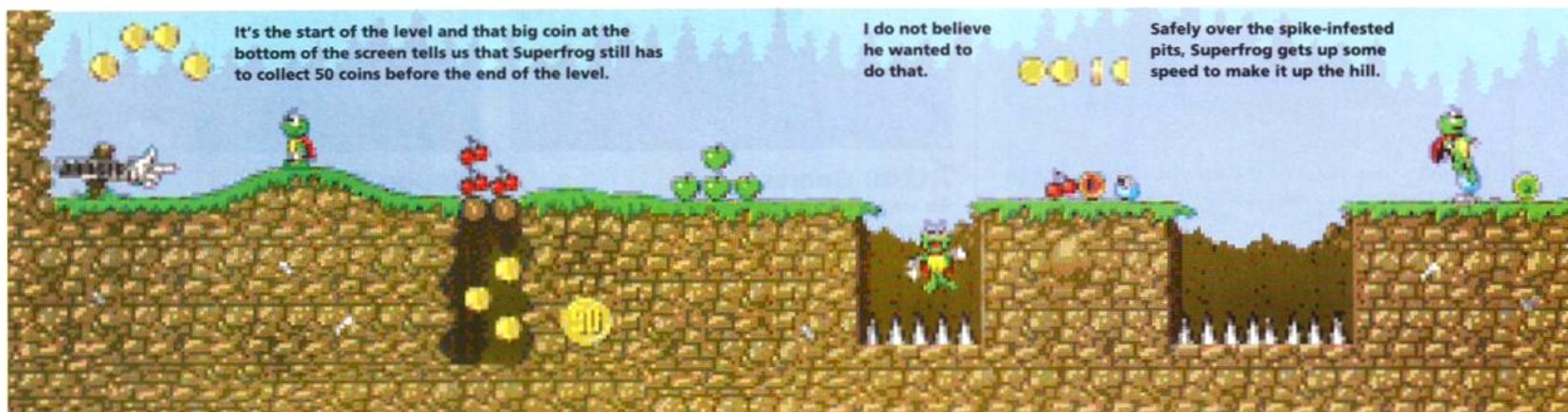
But before we get too far ahead of ourselves, let's just take a couple of paragraphs out to explain what *Superfrog*'s all about.

Contact:
Team 17
0924 201846



Here's the plot (see the pictures above right for a quick story sequence): Superfrog is, in fact – and here comes the surprise bit – a Prince! He's been turned into a frog blah… evil witch blah… bride-to-be whisked away blah… drinks magic potion blah… Superfrog appears and sets off to rescue totty (with many accompanying 'Da DAAAAAAs!' one assumes).

There are six stages (scenarios), each with two or three sub-levels that have to be completed before the happy couple are reunited. It's simply a matter of walking from one end of a level to another, collecting coins to pay your toll fee at the end (a counter tells you how many more need to be picked up), drinking


It's the start of the level and that big coin at the bottom of the screen tells us that Superfrog still has to collect 50 coins before the end of the level.

I do not believe he wanted to do that.

Safely over the spike-infested pits, Superfrog gets up some speed to make it up the hill.

ALL SUPERFROG'S WORLD IS ONE STAGE OR ANOTHER


STAGE 2: Superfrog finds himself in the dank, and yet at the same time lava-filled, dungeons of the castle.


STAGE 3: The Fun Park. Although it would appear that Superfrog's not having very much fun at all. Poor dear.


STAGE 4: Wisely keeping one eye on the Frog-kebabbing spikes below, SF zooms up, up and away.


STAGE 5: Ice World is full of snowballs and icy slopes, no place for a frog wearing just a red tablecloth.



After wallowing in pity by the River of Despair, Superfrog spots the Goodyear Blimp.

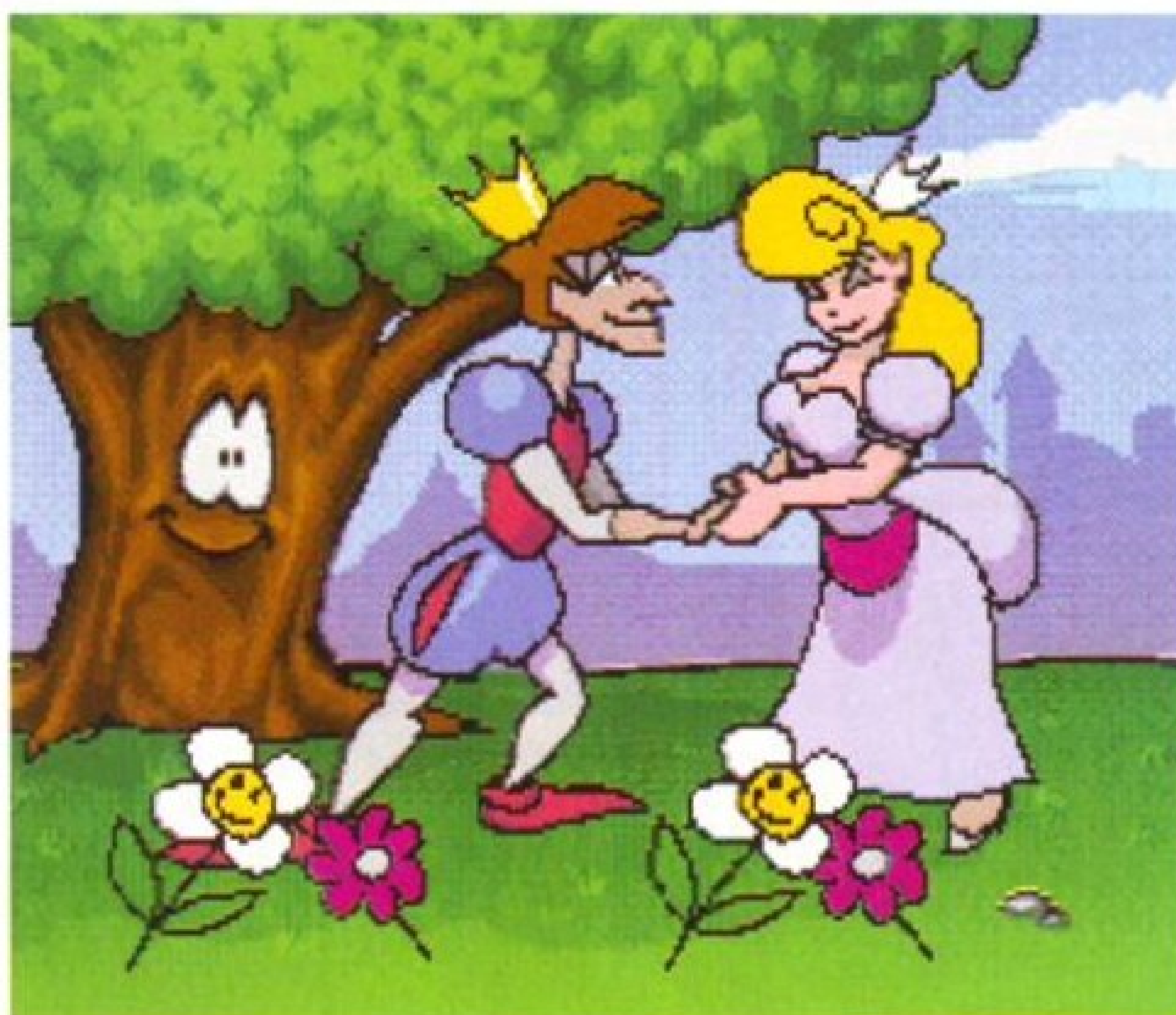

The wicked witch lurks in what (by looking at it) could easily be a corner of the *AF* offices.

Lucozade bottles to replenish your energy level, jumping on top of bad guys before they jump on top of you, and exploring the plethora of secret rooms and passageways.

The graphics are smooth and craftily designed, Superfrog runs, jumps, is catapulted upwards and flaps (with the aid of a particular power-up) with real style. OK, so there's nothing particularly ground-breaking or jaw-dropping here, but as a very polished, very competent example of a top-rate Amiga platformer, *Superfrog's* up there with *Putty*, *Robocod* and *Zool*.

Toadally frogmungous

Similarly, the gameplay doesn't chuck many surprises at you – the action remains predictable, although never to the point of tedium. There are no gameplay novelties or tweaks here that you won't have seen before (even the fruit machine 'gamble your coins for extra points routine' you find yourself facing at the end of a level I seem to remember from *Kid Gloves 2*) but then I suppose that's what you must expect from a game that bills itself as 'a classic example of the genre'.

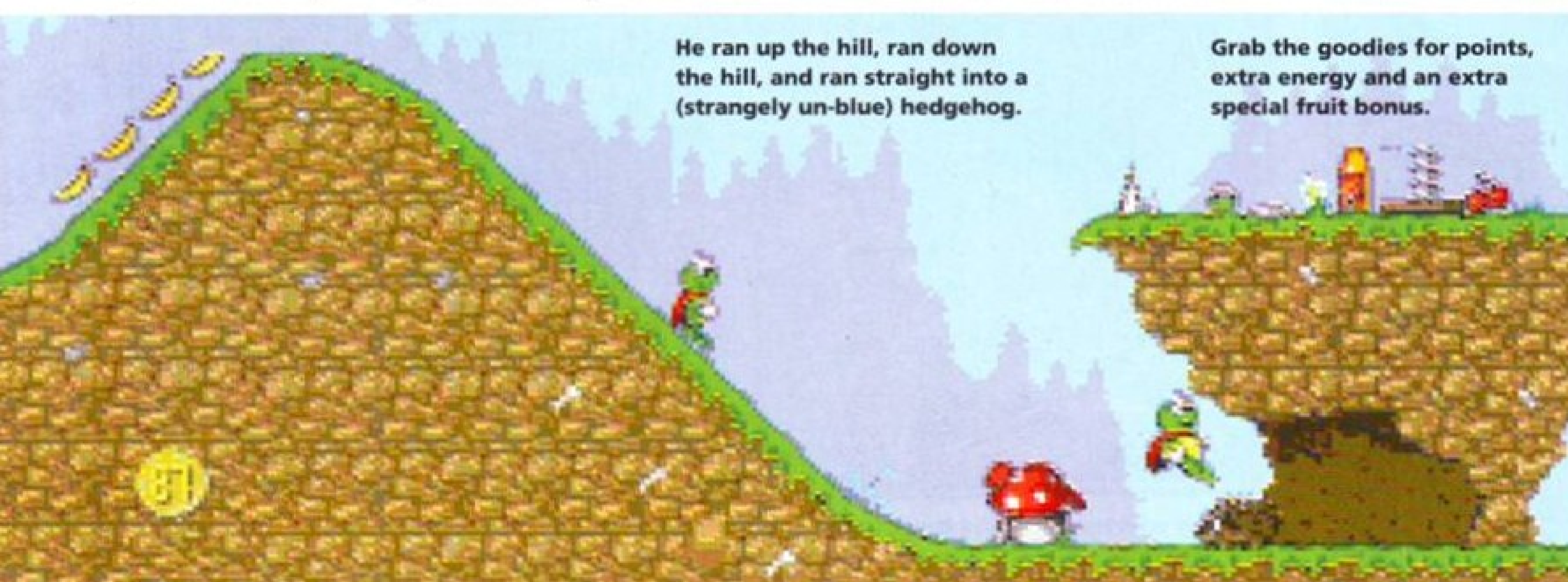

It's that old, old eternal triangle between man, woman and tree. The woman will win the man's affections though, cos she's got a better bark.

So don't buy *Superfrog* if you're expecting a ground-breaking new variation on the platformer theme – this ain't it. Do buy *Superfrog* if platformers are your big thing.

Do consider buying *Superfrog* if you're new to the Amiga scene and have yet to discover what this whole 'platform' business is all about (you could do a hell of a lot worse, and with the noteworthy exceptions of *Harlequin*, *Zool* and *Putty*, you couldn't do much better).

I wouldn't go so far as to say this was a classic game, but as a classic example of a platformer it's not half bad.

Neil West


He ran up the hill, ran down the hill, and ran straight into a (strangely un-blue) hedgehog.

Grab the goodies for points, extra energy and an extra special fruit bonus.

Superfrog
Team 17 ■ £26.99

- It comes billed as 'a classic example of the genre'. And it's right, it is.
- Very polished, very competently designed and very slick.
- There's a lot of game to get through – you won't finish it overnight.
- Nothing original or ground-breaking, but then Team 17 wouldn't dispute this.



85%



It's Lego galore as the blues take on the reds in a round of 'Celebrity Slaughter'. Look closely and you will see that bloke out of *The Bill*...

Cohort II

Impressions ■ 071-351 2133 ■ £29.99

Those who always wanted Asterix dead or were desperate to use the word 'phalanx' had their prayers answered when the original *Cohort* was released. That was a tricky little strategy game with Legoland graphics and a nice imperial feel, let down by a disappointing lack of playability.

With Cohort II there's no real storyline – it's more of a military exercise than a campaign. But while it introduces a fresh set of manoeuvres to be conquered one by one, the game can also be linked to that great autocracy-simulator, *Caesar*, as a datadisk, which is a great bonus. Ten new arenas of combat are unveiled by the sequel, each with their own distinctive terrain to which you and the enemy must adapt your strategy.

Basically the aim of each battle is to slaughter the opposition by whatever means spring to mind as you adopt the stiff jawline of an ancient Roman general. Sadly, even if you try to bring this game to life yourself, all the enhanced graphics and sound in the world won't save a flawed formula.

Mounting an attack is a simple, but monotonous, procedure for a start. You can manipulate your army either by controlling each individual soldier or by moving units. Alternatively, you can charge the army in one mass into the enemy spears, hoping that they will steamroller everything into oblivion. Surprisingly, this strategy is preferable after a while, simply to avoid a repetitive sequence of selecting and clicking. This sort of strategy game does demands a step-by-step, and ultimately boring, procedure, but why stick with a board game formula to begin with?

The artwork in the game is a slight improvement on the original style, but even with due respect to the number of soldiers on the screen at once, animation is poor and Roman Legomen still fight barbarian Legomen on a Legoland playing field; but you don't get to build anything. The sound is tinny, unrealistic and simply not what you'd expect to hear from a thousand sweaty Italians beating merry hell out of each other with swords.

***Cohort II* seems to waiver between strategic influence and full player-participation without the sparkle it needs for a successful balance. The battles differ only because of the armies who fight in them and when opponents are equally matched, the conflict can really take ages. Devout fans of *Caesar* who will pay for a full-price game on a datadisk may find this interesting, but for the rest of us the game has limited enjoyment.**

Verdict 55%

Paul Tyrrell



This battle seems a little too staged for my liking. The blues have already got themselves into formation, but the reds are floundering.

Graham Cricket

Cricket is an odd game. You really have to know the ins and outs to appreciate it. It helps if you know the difference between a googly and a Chinaman, leg spin and outswing, and when a mid-on becomes a silly one.

No other game has so many peculiar terms or niceties, and none has such a fanatical following of statisticians who spend days analysing matches, poring over batting averages. *Graham Gooch World Class Cricket* offers you the option to edit and create teams and amend batting and bowling averages.

Bodyline the Windies

For example you could create two All Time Great teams, enter the relevant batting and bowling averages, and let the Amiga get on with playing the game to see how the legendary figures from different eras would fare against one another.

The prospect of Viv Richards facing Harold Larwood or WG Grace taking strike against Malcolm Marshall at his most aggressive, is enough to bring most cricket junkies out in a cold sweat.

The game is reasonably effective in two player mode or versus the computer, capturing the pace (some say tedium) of cricket, with breaks between overs and stoppages for loading time when you change bowlers. The shortest game, 20 overs and one innings each, lasts about an hour.

So how does it work? Select the two player option and pick your team from the menu. You can either edit your team from a selection of about 20 players or get the program to pick a Best XI. David Gower makes it into the Best XI which is a tad surprising considering he was controversially dropped from the recent England tour of India.

Next, toss a coin to decide who bats and bowls. You control the batsman with the eight joystick diagonals. To run, click and waggle the joystick furiously to increase speed. This takes some getting used to because too much waggling results in you taking an unwanted extra run and getting run-out for your troubles.

Batting Team: England

Player	Style	Hand	Av.
R Smith	Moderate	Right	51
G Hick	Aggressive	Right	49
D.Gower	Aggressive	Left	49
M.Gatting	Aggressive	Right	49
G.Gooch	Moderate	Right	47
M.Atherton	Defensive	Right	43
G.Thorpe	Moderate	Left	41
A.Stewert	Moderate	Right	37
J.Emburey	Moderate	Right	23
P Defreitas	Moderate	Right	21
D.Cork	Moderate	Right	20

Discover your batsmen's strengths. Oh, I know what you're all asking. Where's Guy the Gorilla?



Get the feeling that Mr Hick is about to take that long, lonely walk back to the pavillion?



Anybody who listens to the cricket radio commentary will know that cake and number 10 buses are more important than the game. Occasionally though, it helps if you set the field.

Gooch



Control the degree of spin by waggling the joystick from side to side. This deftly flighted ball turned viciously, left Hick waving his bat around, and removed the middle stump. Sorry Graham.

To bowl, you position a white square where you want the ball to pitch, and click to begin your run up. Bowlers come in the fast, swing and spin varieties, and you increase the pace, swing or spin by waggling the joystick. You can change the field positions at any time.

The white square is an authentic device as many bowlers practise by putting newspaper sheets on the wicket where they want the ball to bounce, and then attempt to pitch it there.

Where's the streaker?

The game does have a few niggling idiosyncrasies. Occasionally a fielder just yards from the wicket hurls the ball to the boundary. Also, if you pick the England Best XI to play the World Best XI, Gooch, Gower, Hick and Smith play for both sides. However, this can be easily solved by editing the teams.



Jack Russell fans will be shocked to find the wicket keeper doesn't appear in the England XI.

None of the teams have any black players, which is an inexcusable oversight. Also if you're playing against the computer and you bowl certain balls, the batsman doesn't play a shot, or plays and misses. Although it's not in the spirit of the game, it's tempting to do this when England are defending a lead of 19.

But the two areas where *Graham Gooch* really falls down are the sound effects that consist of the thwack of willow on leather, applause for a boundary, and stifled appeals, coupled with a complete lack of humour.

This is particularly irritating because cricket culture is built on a sense of absurd humour. Tens of thousands of radio listeners look forward to rain stopping play so they can listen to the commentary team discussing the virtues of Mrs Jenkins' chocolate cake.

It's also the only game in which a commentator can pronounce 'The batsman's Holding, the bowler's Willey". Unfortunately there are no concessions to this sort of thing. If there were, it would be much more appealing.

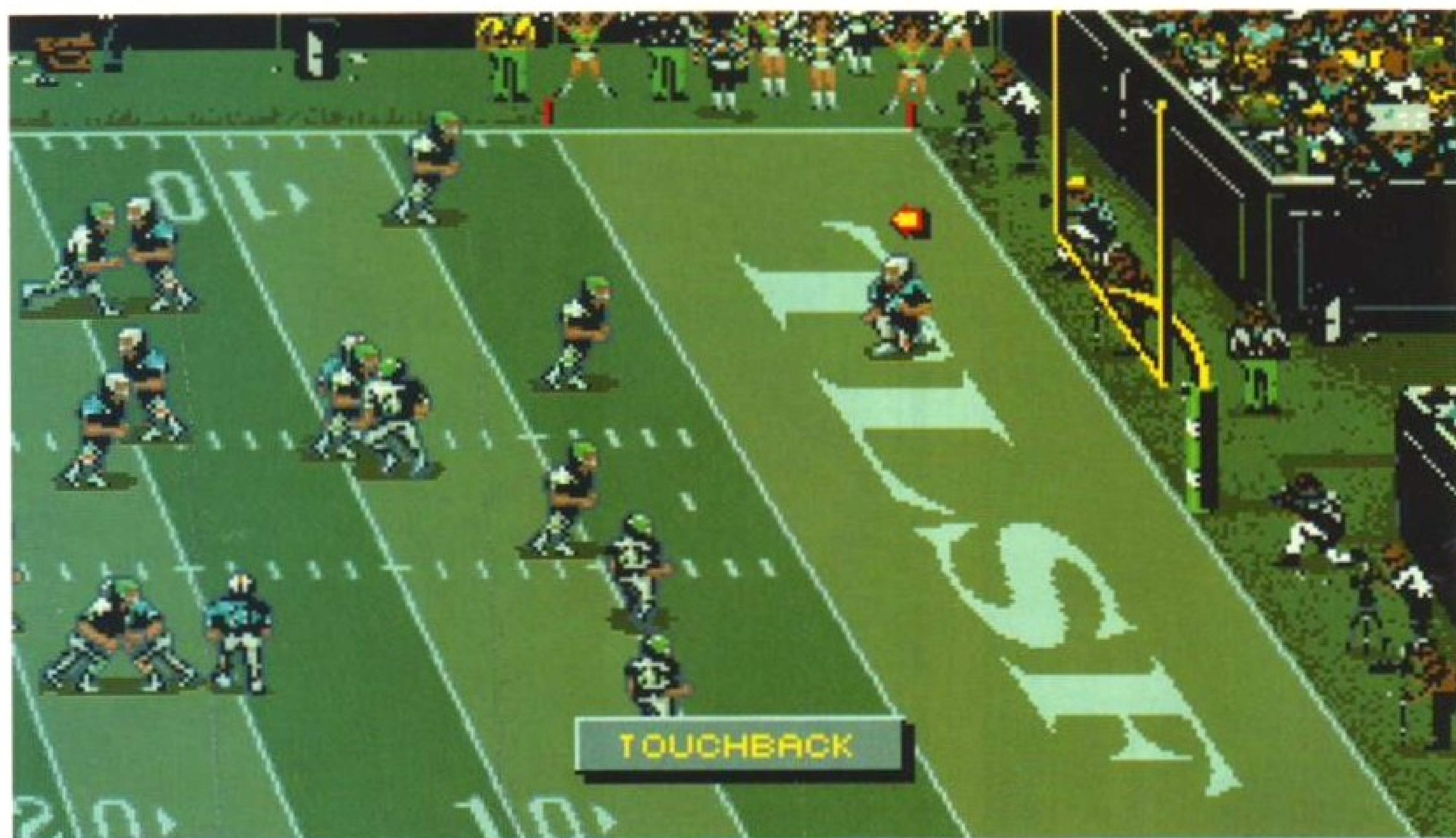
Richard Jones

Graham Gooch Cricket ■ Audiogenic ■ £29.99

- Controls work well with plenty of practise.
- Minimum game time is about an hour.
- Poor sound effects, and no quirky humour.
- Comes into its own in two-player mode.
- Statistical break downs will please fanatics.



78%



After spending all those hours at the chalkboard and out on the practise park developing set plays, it's great when a plan comes together on the field. All the guys pulling together, hey, doesn't it just make all that hard work worthwhile.

Tom Landry Strategy Football

TOM LANDRY STRATEGY FOOTBALL is available from Merit Software, 0101 214 385 2353.

You have to be well into American football to remember Tom Landry. He gave up coaching at the end of the Eighties after more than 30 years in the game, during which time he helped the Dallas Cowboys earn the name 'America's Team' because they were more than pretty good and won a couple of Superbowls.

Still, at least he knows his stuff and in this American football management game you're going to have to know yours as well. You don't want to be confusing your Hail Mary's with your Right Inside Linebackers, when you've got an ineligible receiver downfield!

One or two players can battle it out on the gridiron (or pitch to you and me) and if you're playing in two player mode there's the added bonus of a modem link for remote gaming. If that option isn't available to you, then you'll have to look away from the screen while your opponent makes his calls for the next play.

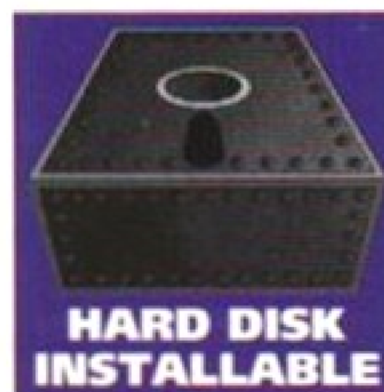
On the menu tonight

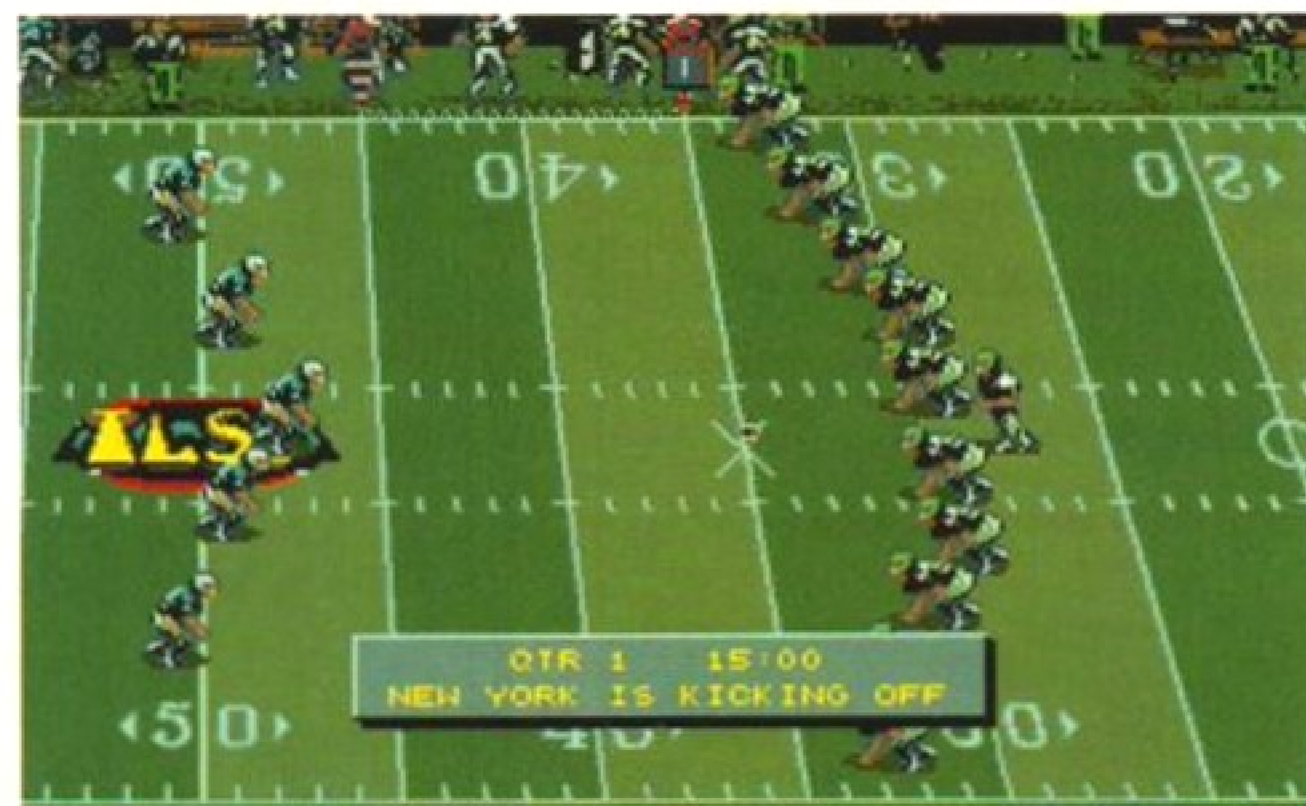
So here's how the game works: you make each and every play call for your team (both offence and defence) and then sit back and watch the short animation of the play (or not if you've turned it off to speed things up) as it's executed on the field. You can then make your decision on how to call the next play depending on how successful the last one was – easy really, just like any other American football management game you've ever played.

Play calling is easy as you simply click on menus to cycle through the options then click on Go! when you've set the play up to your liking. You get to decide everything you would expect to make that perfect play: passing or running play, who to hand the ball to or who you'd like to throw it to, what pattern they should run, and so on.

It's all neatly presented and easy to control, and the animated sequence showing the play happening is all right if a little crude and jerky. There's also game a handy Help option for those who don't know anything about the game which lead novices through the basic rules and strategies







Well Coach, you've done all you can. Once the guys step over that white line you're helpless – you have to just sit in the dugout and chainsmoke.



All the stats and info you'll ever need to create those perfect plays and rumble the opposition.

The kick is up... it's good!

The best way to play is in two player mode, against a fellow American football fan. However, the computer plays a decent game against you and will punish you for bad play calling which is good to see. And, of course, not every play that you call will run precisely as it should because, hey, they're only human out there.

Tom Landry Strategy Football is structured well enough not to let the novice feel completely swamped with a whole load of player and game statistics – which become more important as you become more familiar with the game and it's good to see the game tries hard to let you make effective use of the game clock (many American football games are won or lost in the last few seconds of a game that's taken some three hours to play!)

It's well presented and easy to actually play (as distinct from understanding), there are more than enough plays to call and plenty of options to alter the game set-up to your taste. When the plays are being executed you do feel as if your decisions are important – with enough of a random element to keep things tense. Just don't try playing until you understand the basics of the real game and can follow your way round a chalkboard.

Andy Smith

● *Tom Landry Strategy Football* should be available in the UK within the next few weeks.

Tom Landry
Merit ■ $49.95

- **Random element adds a 'human' feel to the players as they execute the plays.**
- **Screen layout makes selecting the plays very quick and easy.**
- **Sound effects and digitised speech are tedious, but the animation is fun to watch.**
- **Plenty of depth to keep experts happy.**
- **About as exciting as an American Football management game could be.**



72%

HELLO!

Right then. What's happening on this page? We're trying to sell you another magazine, aren't we? Well, in a word, yes. We shan't beat about the bush, we shan't fudge the issue and there will almost certainly be no shilly-shallying. We'll just get on with it...

We know you've just lashed out the best part of three or four quid buying this mag, and you're probably quite enjoying it. So the idea of heading back to your local newsagent's is probably not particularly appealing. We can understand that.

But the point is that GamesMaster magazine isn't optional. It's essential. It's the only place where you'll get a true overview of the whole video games scene, every month. Each issue comes bursting with reviews, previews, tips, cheats and features guaranteed to keep your games knowledge at its peak.

This month, for example, our featured stories are the arrival of a new Super NES Batman beat-em-up, the launch of the UK Mega CD, East 17 and Said Florence's Celebrity Challenge and a background look at Probe Software – Britain's leading development house.

There's a full 40 pages of software reviews, 20 pages of tips and, er, 2 pages of Dominik.

So there we have it. The latest issue is out now, and at the thoroughly inexpensive rate of £1.95, the question you've really got to ask youself is – can I afford to be without it?

Britain's biggest-selling games magazine! £1.95

50 NEW GAMES!

GAMES MASTER

Sega! Nintendo! Amiga! More!

Issue Five May 1993

MEGA CD
The future of Mega Drive gaming is here! Check our reviews of three new titles on page 26!

INSIDE: TIP FRENZY! CHAOS ENGINE, STARFOX, SUNSET RIDERS, SF 2, MORE

MEGA DRIVE
Cool Spot, Tiny Toons, Summer Challenge

SUPER NES
Lost Vikings, King Arthur's World, Robocod

AMIGA
Body Blows, Desert Strike, Lion Heart

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Read all about his day out at Delphine in Paris!

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Hundreds of vids! Loads of posters! And a couple of hats!

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The Hit Factory! We 'Probe' Britain's leading games programmers!

BAT'S ENTERTAINMENT!
The Dark Knight returns in an all-new SNES adventure, and it's great! See page 51

EAST 17 AND SAID FLORENCE IN BUMPER BAR-ROOM BRAWL!
London's finest star in our claret-splattering Streets of Rage challenge! Rush to page 44!

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Future Publishing

Channel Four Television



The *Jurassic Levels* is more of the complex, tightly timed puzzlers that will elongate the old grey matter.

Human Race – The Jurassic Levels

Mirage ■ £29.99 ■ 0260 299403

Jurassic – yes you're going to be hearing a lot of that word this summer, and unless you're particularly au fait on prehistoric eras (which I have to admit I'm not), then you won't know what on earth Mirage are going on about. Well for the uninformed it's more or less anything that was formed during the Jurassic period. This was a time when all the dinosaurs and ammonites (extinct marine cephalopods – in other words extinct wet blobs) roamed around. (Or, if you were a moist-looking blob, just sort of floating about a bit, waiting to evolve into a bit of cod.)

Now I'm not saying that we're all going to be talking about *Human Race – The Jurassic Levels* this summer (good though the game is), but Mirage have cunningly timed the release of their extension to the original *Humans* game to tie in with the promotion of Steven Spielberg's summer blockbuster *Jurassic Park*. In said film dinosaurs are bred again, by way of a fossil, and run around an amusement park, keeping lots of little humes amused – until it all goes horribly wrong.

***The Jurassic Levels* is not a licence however, but Mirage's promotional blurb justifying the name states that they have discovered that 'Man did walk the planet with the dinosaur', and if their game is to be believed then indeed man did. And it's just a cunning coincidence that there is going to be a film with a similar theme released this summer – and no doubt an official licensed game will arrive at about the same time.**

In case you've not heard of this game before, it was first reviewed in *AF42*, and received a verdict of 72 per cent, and it would have got more if it wasn't for the sloppy programming. *Humans* is a good game, it's a *Lemmings*-type puzzler where you have to find your way out of a number of levels, with the aid of a set number of humans, using various implements (spears, wheels, fire) with the additional aid of dinosaurs and tribal witch doctors to name just a couple. And *The Jurassic Levels* is more of the same thing – 80 different levels of the same thing in fact, and jolly good fun they are too. The control method is identical, as is the theme music. But Mirage aren't purporting that this is *Humans 2*, so there's nowt up with that. So if you enjoyed walking the dinosaur at Christmas (or if you missed out first time round) then you'll enjoy this. If not, then you won't.

Verdict 72%

Gary Lord



Dinosaurs and man living together (but not in harmony) is the basic theme for what is essentially a data disk release from Mirage.

Internati
Rugby Ch



After running in yet another try, you get to the most exciting part of the game – the conversion. Click for power and direction and after a couple of goes, you will probably land them every time.

The sports simulation is a much used and abused game genre with few stars and many journeymen. *Sensible Soccer* is the shining star that software houses seek to emulate – but unfortunately, Domark's *International Rugby Challenge* fails miserably. It remains firmly rooted in the players' dressing room. In fact it doesn't even make it off the team coach.

The intro sequence consists of a revolving globe and you're treated to a truly dreadful, tinny organ (accompanied by drum machine) version of the hymn Jerusalem which simply refuses to leave your head. Then it's time for the 'action' (dare I use the word).

There are all the usual sporty options to choose from, including match length (five to 80 minutes), wind speed and player statistics. And here's where the fun starts. Select the two player option, both using the device 'joystick'. Out troop the teams, as you and your mate await for the battle to commence.

The match kicks off (over which you have no control) but after a short time you notice something amiss. One player is controlling both teams, while the other frantically waggles their joystick to no avail. It seems that in their infinite wisdom, the writers have decided that only one player can use a joystick, the other gets to choose between keyboard and mouse.

If you are one of the unfortunate people who have bought the game before reading this review, you may be slightly relieved to learn that Domark have assured us that you can have another copy free of charge, once this 'problem' is rectified. Still, all rather disappointing.

Strain of a game

But what of the gameplay? The overhead view is fine but the scrolling suffers from a continual jerky flicker. This is not only annoying but also a strain on the eye after a while. The graphics are nothing special and the sound effects are weedy and virtually non-existent.

An arrow points to the player in possession of the ball, and the nearest player on the opposing team. This works OK when you're attacking but when defending, the arrow flits

FULL TIME

MATCH STATISTICS

	Scotland	England
POINTS	70	28
TRYS	12	4
PLACE KICKS	5/12	4/4
POSSESION	45%	54%
TERRITORY	46%	53%
PASSES	77%	82%
LINEOUTS	9	4
TACKLES	19%	4%

You can have all the possession and territory, but remember, it's points that make prizes.

onal
allenge

Domark assure us that all copies of *International Rugby Challenge* with the error (two players cannot both use joysticks) will be replaced free of charge. Phone Domark on 081-780 2222 to check for availability first. Then send your original copy to Domark Ltd, Ferry House, 51-57 Lacy Road, Putney, London SW15 1PR.

from player to player making tackling difficult. Running with the ball is fun (for a few minutes), weaving in and out of your opponents, but invariably you can score a try without having to make a pass, leaving opposing players flailing in your wake.

Power and direction

Following the ball is not an easy pastime. Too often you are left searching the screen for the ball and the *Kick Off* style scanner is not a great help – just a mass of swarming dots.

A BDM (Ball Direction Meter) comes into play for scrums, lineouts and conversions allowing control for power and direction, and in a sea of drivel, it works reasonably well, particularly on conversions.

Unfortunately, there is simply no 'feel' to *International Rugby Challenge* – that difficult-to-define quality which makes a game really worth playing. As a sports sim it is light years away from *Sensible Soccer*, and as a computer game, it is way below current general standards. You're better off buying Domark's *Rugby The World Cup* – it scored a favourable 82 per cent when it was reviewed (***AF***30) but its successor is badly presented, and to be candid, a disaster.

Stephen Bradley

International Rugby Challenge ■ Domark ■ £25.99

- Poor graphics and jerky scrolling
- Sound effects are non-existent
- Two players can't both use joysticks
- Laughable (but not funny) price at £25.99
- Conversions are good fun



16%



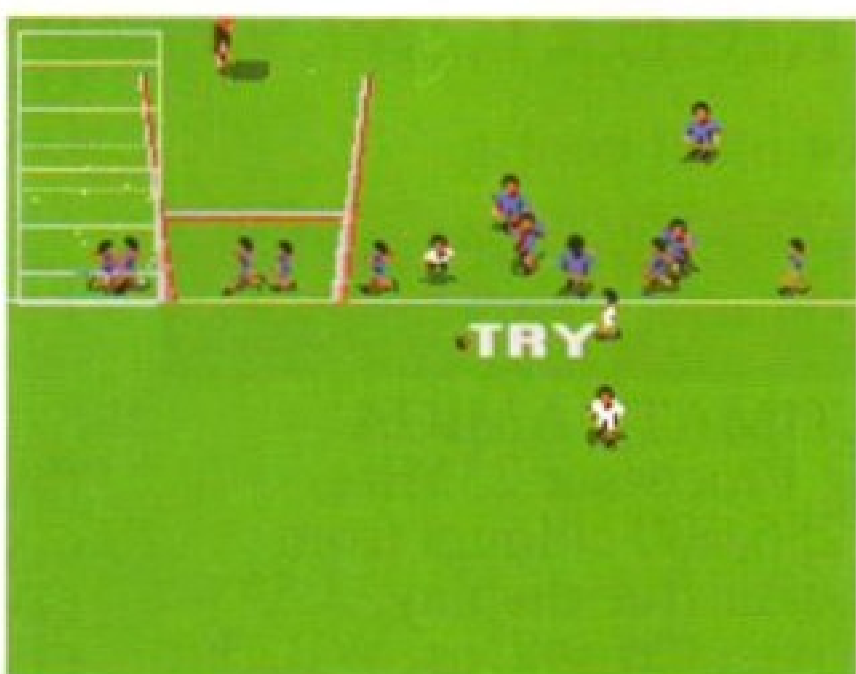
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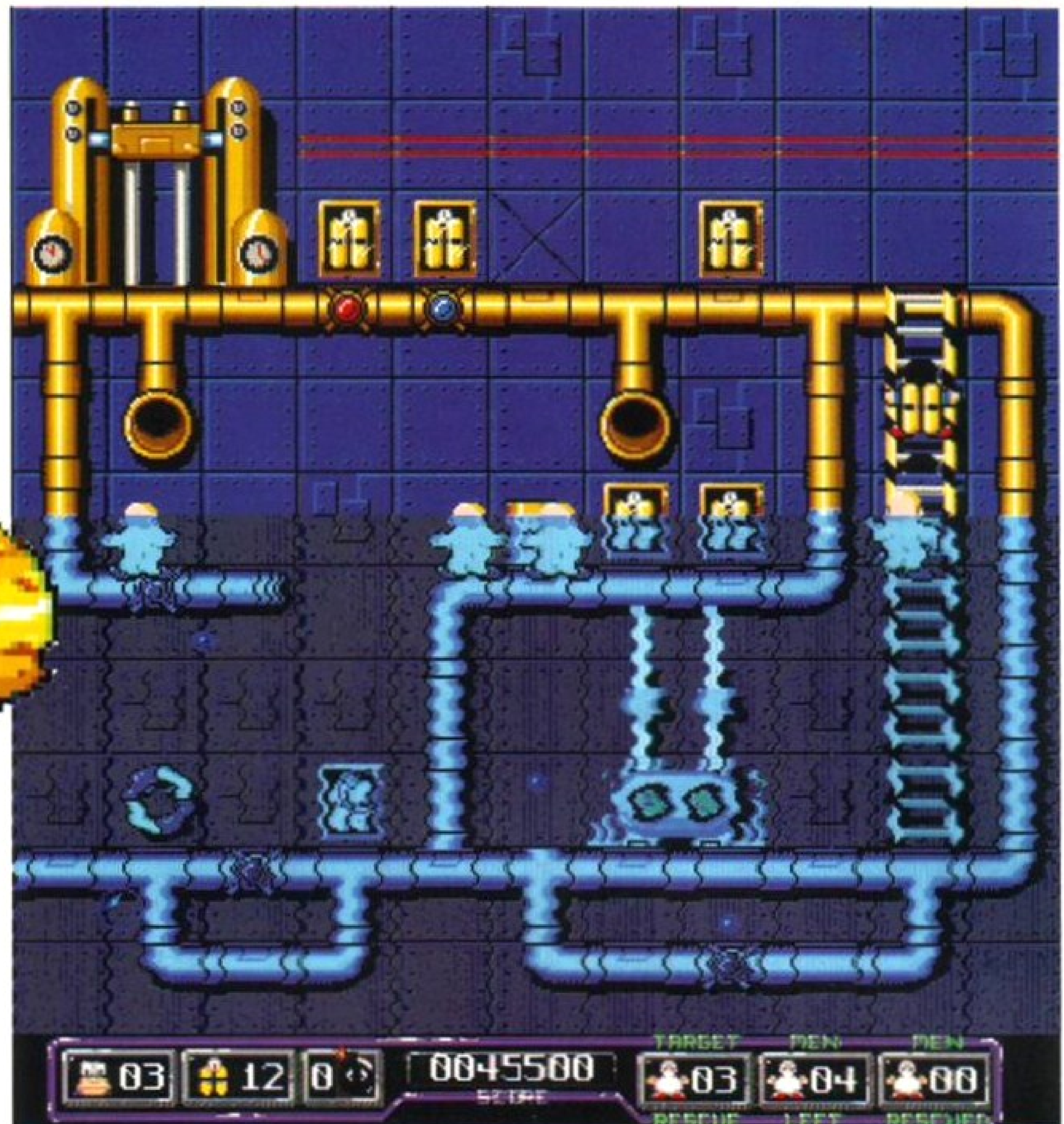
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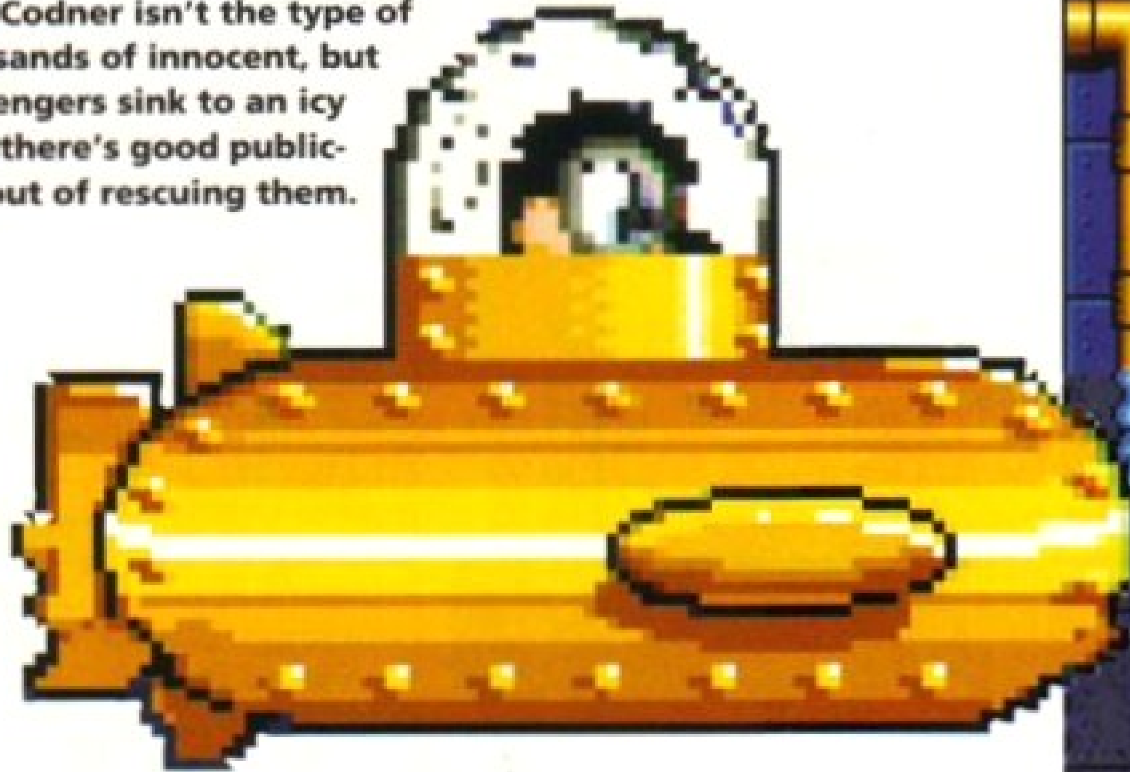
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A sinking ship does count as an emergency doesn't it? Good! Just smash the glass, and let the Oxygen tank-like jet-pack devices fall to the eagerly waiting (no they're not waving, they're drowning) passengers below. Then just watch them shoot upwards and splatter on the roof, because the tanks have a leak.



Our Hero, Kevin Codner isn't the type of guy to let thousands of innocent, but rather stupid passengers sink to an icy doom. Not when there's good publicity to be had out of rescuing them.



Can Zeppelin's new platform puzzler sort the men from the boys, distinguish the wheat from the chaff, separate the cool from the clueless? Step aboard this review and find out if this game will…

Sink or Sw

Sat squarely between Kevin *Dances With Wolves* Costner and James *Robocod* Pond, comes a new video game hero, Kevin Codner. He has all the playability of Pond, but unfortunately he also sports the charisma of Costner.

Kevin, the fishy one… erm the one that wasn't in *The Bodyguard* that is, is the heroic type, so when the cruise ship SS Lucifer runs into an iceberg the size of doughboy and sustains damage enough to affect its floatworthiness, there's nothing for him to do except board his trusty submersible and head straight for the scene of the disaster.

In best Irwin Allen movie tradition, the compartments of the ship are packed to the gills with panicking passengers. Kevin, erm… the fishy one not the one that was in *The Gunrunner* that is, has to rescue them before they perish horrifically.

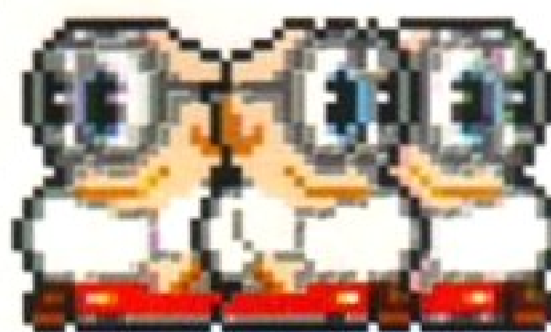
That sinking feeling

When a 'Dim Passenger' falls from a platform and hits the next piece of solid ground, the direction he then goes in is totally unpredictable. The manual would have it that the passengers are panicking, but they aren't, they're just poorly programmed.

The wreck is in shipping water and in *Rainbow Islands* fashion, the rising tide makes for an effective time limit on many of the levels. So what we have is a basic platform puzzler, not entirely unlike *PushOver* or *Troddlers* (or any other platform puzzler).

So what distinguishes this one from the other hoards of similar programs? Nothing actually. On the upside it's nicely animated, easy to control and is pretty addictive. On the downside it makes no use of an additional disk drive, the program accesses the floppy at the start and finish of every level, and there's no way, short of dying, to re-start a level after you've mucked it up.

Contact: Zeppelin on 091-385 7755



The levels are short, and none too sweet. It's a simple matter of trying every lever and hoping for the best, because once you pause the game you can't 'take a look around' the level to test the lie of the land. Once you're playing, if you don't do the right thing pretty quickly you end up losing too many passengers to be able to complete the level.

If the number of remaining passengers left alive falls below the number you require to finish the level, the lights go out. Great so what

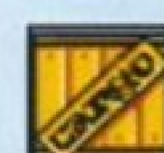
THINGS THAT MAKE YOU GO "'ERE, WHAT'S THAT THEN?"



THE ESCAPE HATCH
this is where the passengers get to avoid certain death and escape from the game in true bit part actor fashion.



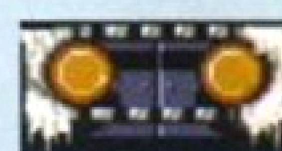
KEV'S ESCAPE HATCH
Our hero can't be seen to flee the sinking ship like everyone else, so he exits stage centre via this secret hatch.



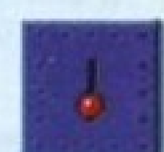
CARGO
Use it as a bridge to aid passengers to safety, or blow it up – the choice is yours.



JET PACK
By smashing the glass Kev can release these to the passengers in the water. They then shoot upwards to safety.



CONVEYOR BELT
These move this way or that, and are usually accompanied by a switch which makes them move that way or this. Passengers can't cross them unless they are going the correct direction. Use the switch to sort it out.



VERTICAL SWITCH.
Stand by this, press fire and something good will happen that helps you rescue all the passengers, unless something bad happens that kills them all, that is.



BOMBS
If it won't move, blow it up. It didn't work on the World Trade Center towers, but it's a most effective way of moving most obstacles in *Sink or Swim.*



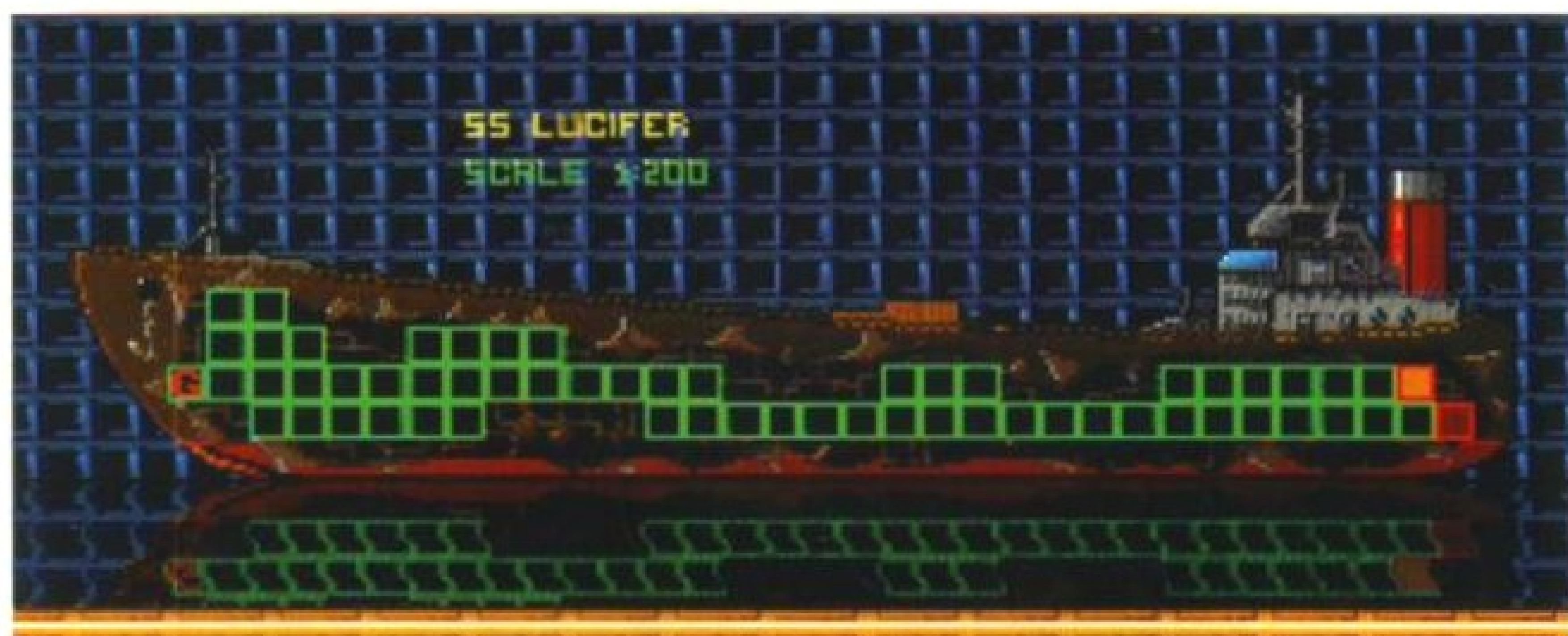
BULKHEADS
They're bulky and they get in the way of escaping passengers, but they soon get out of the way when faced with a bomb.



MAGNETIC HOISTS
These things are tricky to get to grips with, but magnetic hoists are wonderful things if you need to shift any heavy ferrous cargo around. And you do, believe me.



SWINGING CHAINS
If there's a gap you can't bridge, why not try to swing across it Tarzan style with these great dangling things that follow the rules of complex harmonic motion.



There are 60 levels aboard the SS Lucifer, thank God they've all got passwords cos it took us three days to get here. Not because we're crap, but because two of them were spent disk accessing.



The lights are out, and no-one's home, well no-one who's still alive. That's that level well and truly mucked up, no problem we'll just quit out and try again. Erm... how do you quit out?

wim

do you do then? There's no way of finishing a level early and re-trying it, even when you know you've nobbed it.

If Kevin, erm... that's the fishy one, not the one who was in *Robin Hood*, does manage to get enough passengers to safety, and make sure he gets Shelley Winters out alive, then an escape hatch miraculously opens and whisks him away, amid an abundance of disk accessing, to the next level.

Sleep with the fishes

The game isn't totally without its redeeming features, some of the puzzles are a challenge, without being completely unsolvable. This leads to the game being quite compelling, but the long load times also make you want to tear your hair out while you wait to get back into a level you know you can complete, but you're just not quite sure how.

Every level has an access code, so you don't have to play through the whole thing every time, which is a good thing because with this much disk accessing you could be there all day if you had to.

Unless you read the manual, some of the features are a bit obscure. Even once you've read the blurb, the first magnetic hoist is placed at the top of a ladder, so when you try to use it, you end up descending the stair rather than working the lever.

Let's face it, we're talking *Lemmings*. This is just a *Lemmings* rip off. Sure, the perils are different, the obstacles aren't the same, but the concept is *Lemmings*. Unfortunately, *Sink or Swim* can't boast its cuteness or playability.

Kevin Codner is without any sort of charisma and he has no endearing quirks. He doesn't even get killed by his own bombs if he stands next to them as they detonate. If he had, it would have been a giggle, and a way of getting off a stalemate level.

You might quite like *Sink or Swim*, who knows, you might even love it. But one thing's for sure, if it gets you tearing your hair out, it won't just be with frustration at not being able to solve the puzzles.

Marcus Dyson

Sink or Swim
Zeppelin ■ £25.99

- **Tasty graphics and smooth animation make this game a good looker.**
- **Sound effects are less like a gushing shipwreck and more like a dripping tap.**
- **Compelling puzzles will keep you coming back for more.**
- **Disk accessing makes you wish you hadn't.**
- **All in all your money would be better spent on *Lemmings 2*.**



73%

Whale's Voyage

...Thrilling long space journeys on metal cetaceans, or is it just a run-of-the-mill role playing game?


One of the six trading characters. Castra is a crime ridden dump, hence the picture of a Cybercool street dude. Shame he won't sell his shades.

Ladies and gentlemen, take your seats for the trip of a lifetime. Four misfits have inherited a spaceship that is orbiting around the planet Castra. SS Whale is the total of their material wealth – they have no money, and no fuel. So, these weirdoes have to beam down on to the planet and make their fortune while travelling around a bit.

Whale's Voyage is a futuristic (RPG) role-playing game that will really stretch your wits. It's controlled entirely with a joystick or keyboard. It's got trading bits, combat, exploration, and lovely, lovely graphics. Unfortunately, it's also suffered a bit in the translation from the German original, but this just adds a touch of flavour to the game.

At the start, you can either preload a set of included characters, or you can generate your own personal ones. To be honest, you are probably better off using the preset ones, but it's worth generating your own just to appreciate the originality of the system. You don't roll a set of statistics (strength, intelligence and so on) like you do in games like *Dungeons & Dragons*. With *Whale's Voyage* you first, you select a father and mother for the character, then you select a childhood option and an advanced education option. If a character is blighted in one area, then certain options are not available – for instance, a particularly dumb character cannot get into medical school. The whole system is very neat.

After that, you start on the Whale's flight deck. From there, you can buy and sell cargo, equip the Whale with optional extras, beam down to the planet that you are currently orbiting, travel to a different planet or phone someone you have already met. To perform any of these tasks you just move along the panel of icons and press the fire-button.

On another planet

You start off the game with no money for fuel or cargo, and so you have to beam down to the planet. At first, when you're on a planet, naturally you don't know your way around. Now most roleplayers would reach for the squared paper at this point – but you don't need to! *Whale's Voyage* has a built-in automapper, so all you have to do is run around and the map is drawn for you. This map is permanent, so long as you save the game (more on that later).

On your stroll you will probably encounter one or two mobile people doing the same thing. Most new players attempt to talk with mobile NPCs (non-player characters) – this is usually a waste of time. All useful encounters (at least the ones I've seen) are preset – you just have to be in the right place at the right time.

The planet where you start is a lawless place, and pretty soon you will either get mugged or find someone else getting mugged. If you help out victims in trouble, you will be rewarded. This seems to be the main theme of the game. You can either trade-in your rewards for straight cash at a shop, or use them to help you later in the game.

Because *Whale's Voyage* is set in the future, there's a whole range of technological gadgets to help you out. Needless to say, they





WHALE'S VOYAGE is available from Flair Software 0661 860260

VOYAGING CONTROLS FOR ADVENTUROUS PARTIES

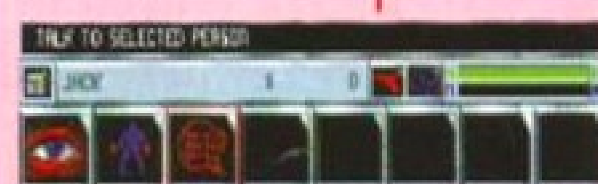
Everywhere you go, the automapper records your expedition.

Beam us up icon for quick, trouble free getaways.

Red crosses indicate a medical centre. You can pay for treatment here.

You always get a small view to remind you what planet you are on.

Green bars are physical health, the blue is mental state. Thick PCs have no Psi.


These are the local action icons, for looking, selecting or talking.


This is a Psi's skill list. More experience, and the choice grows.


This game uses combat experience points to gain levels.


Onto Arborea, a new planet with new challenges. That's why this map is almost totally blank.



Life expectancy of the party is approximately five seconds. You have to select an opponent (right-most icon), click, push right, click, move to the left most icon and click to attack. Oh, dead again.

are all rather expensive. It does seem to have quite a long playing span before you finish it, but then it does come on seven floppy disks, one of which is the game-save disk.

For adults only!

This is an unusual game in many ways, but the major one is that it doesn't respond to a mouse. This is usually just a learning tool on RPGs, as the keyboard is quicker, but the lack of such an option does make it much harder to play. So don't buy this game if you want one that is easy-to-get-into – it's a real challenge. And don't buy it for your kids – it's got an adult flavour and the odd obscene remark.

I still haven't found out how to save the game (the manual says it's 'On the Trading Menu' – I see, you have to press Esc). You can only do one save game per floppy disk. If you have a very fast Amiga (25Mhz 030 or faster) then the game is more difficult, because it responds too fast to the controls. It's very infuriating to set off in a direction, only to realise you are going the wrong way!





Pick a planet, any one you like. A shame there's only six, but it's not easy to visit them all.

Playing it on a one floppy drive system is very tedious – I really have to say that if you haven't got a hard drive, then don't bother with *Whale's Voyage*. But if you can crack the hard shell, you will find a wealth of enjoyment on the inside, just waiting to be explored.

Pat McDonald

Whale's Voyage
£29.99

- **Extremely tricky to get into, especially for floppy users.**
- **A wealth of graphical detail.**
- **Sound is really very strong indeed for this sort of game.**
- **Very poor manual – was this to make the game longer or just plain sloppiness?**
- **Bags of originality in terms of presentation, character generation and general gameplay.**



80%



INDI DIRECT MAIL PROUDLY PRESENTS THE *Jakki Brambles Column*

HI ,I'm Jakki Brambles and from this month on I'll be writing this column exclusively for INDI.

So knowing that all you folks are Commodore fanatics, I will be aiming to provide you with the best inside information on what's new in the Commodore world together with the latest hints and tips.

Since agreeing to write for INDI, I have been amazed at how big the Commodore market place is. INDI tell me that their sales desk has been swamped with orders for their Amiga 1200 hard disk offers.

Not surprising, when you consider that they are offering a product officially covered by Commodore maintenance through Wang UK.

Of course, you can buy a non standard Amiga with a dealers own warranty but thenCommodore do not give their approval with out a great deal of thought, I know what I'dprefer to buy.

Congratulations to David Pleasance on his appointment as General Manager at Commodore as he takes the helm from Kelly Sumner. David has been at Commodore for many years and has most recently been responsible for the developement of their business in the States.

Commodore tell me that the A1200 Comic Relief Pack has been a real success, thanks to all you generous Sleepwalker fans. Don't forget Commodore donate £10 on your behalf to the Comic Relief Fund for every Pack sold.

By now you will all know about the new Amiga 4000/030 and it's amazing capabilities but more about that next month, especially If I can get my hands on one before they are all gone!

What I need now is loads of feedback from you. Tell me about your Amiga and if you have any tips that may help others or problems that I can pass on. The best letter will be printed and the winner will receive a suitably excessive prize. All letters to *Jakki Brambles Column C/o INDI Direct Mail, 1 Ringway Ind. Estate, Eastern Ave. Lichfield, Staffs, Ws13 7SF.*

See You Next Month.
Kind Regards

Jakki Brambles



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AMIGA A1200



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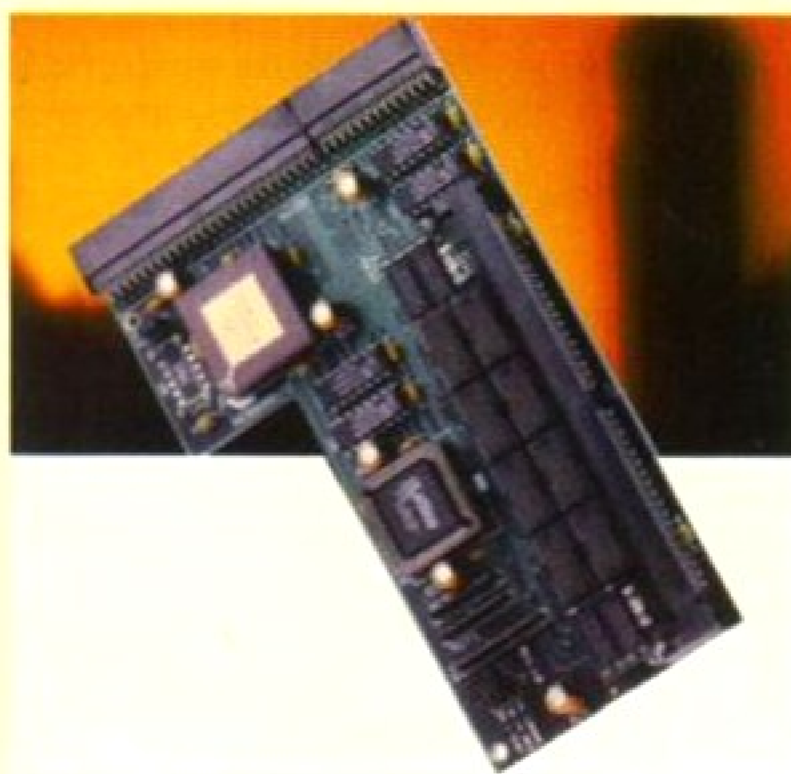
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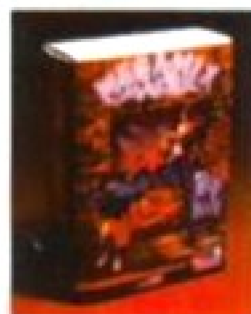
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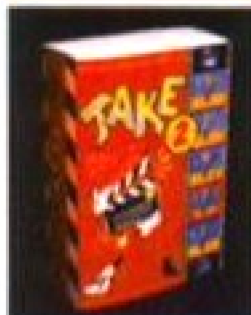
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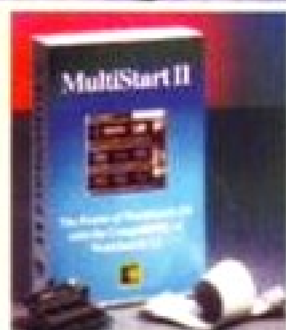
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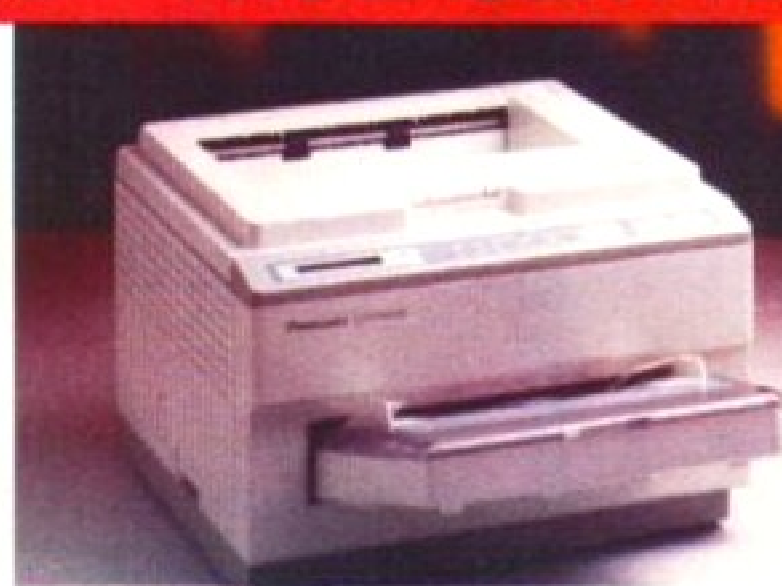
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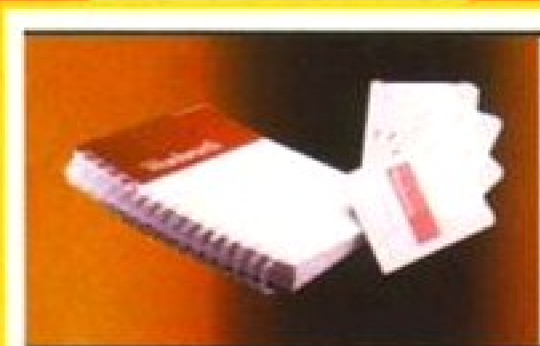
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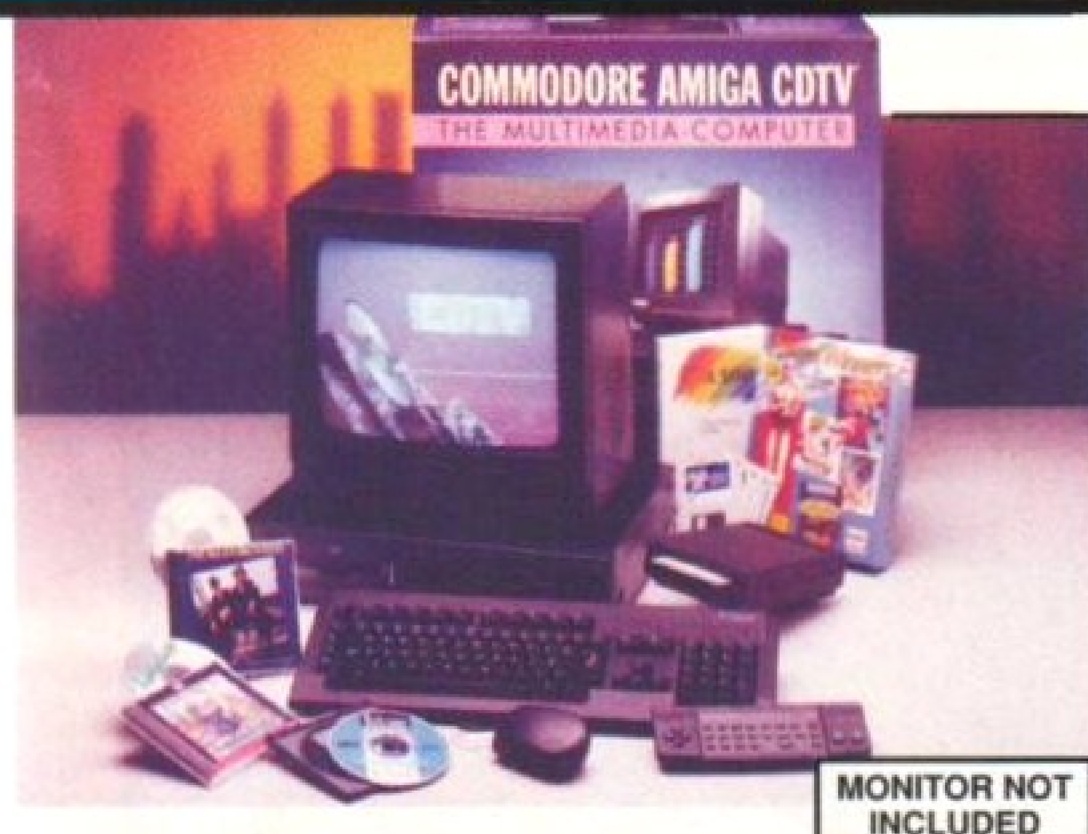
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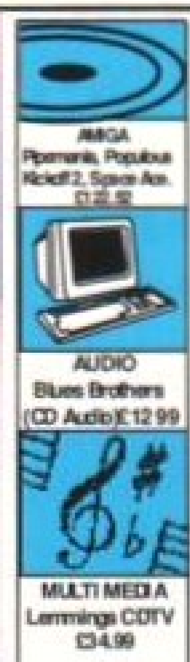
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The banks of Tokyo wait in terror. Three safe-breakers are on the loose, they've got grenades and they're not afraid to use them. Well that's one way, perhaps, to be big in Japan...



I'm not going to make any comment about that at all. One of the characters has just offered to introduce Donna to some theatrical agents if she can find his sword. Yes. Well. Right.

Nippon Safes Inc

The world is, as they say, getting smaller every day – and computer games seem to do much to drive that home. *Nippon Safes Inc*, a game based in the seedy side of downtown Tokyo, is hardly a lesson in Japanese culture, but a safe-breaking adventure featuring a punch drunk Italian boxer, Dino Fagioli, a rather mad electronics genius, Doug Nuts, and a voluptuous bimbette by the name of Donna Fatale.

It's a graphic adventure, similar in style to *Indiana Jones and the Fate of Atlantis*. For those of you who haven't come across a game of this type, you have to manoeuvre your character through the adventure by manipulating various icons on the screen. It's all completely mouse controlled, so there's no need to use the keyboard. For instance, if you wanted to throw a hand grenade at someone, you would press the right mouse button to select the various icons (which include talk, open, examine and take, plus the objects you can pick up), and select the hand grenade icon. The mouse pointer will then change to a grenade shape, which you aim at a given target. Once you've fixed the target, a message appears on screen, saying 'throw hand grenade'. Clicking with the left mouse button carries out the action. It's a little awkward to use at times, but it's generally easier than typing in, 'pull the pin and throw the hand grenade at the door'.

The adventure is divided into three parts, each detailing the exploits of one of the three characters. All three parts share many of the same locations, but the aims and puzzles for each are different.

Mind your language

The manual is a little short, with only six pages in English. These give you the basics on both the characters and the program, as well as a crash course introduction to Japanese society – very educational, but not strictly necessary. Unfortunately, the translation (the original is in Italian) is a little lacking in parts, giving phrases such as, 'He boarded a ship bound for Japan as a dackhand. After getting into the umpteenth scrope he was thrown off.' Hmm.

To find out which of the three characters you are to play, you answer a series of multiple choice questions. Your responses are logged as coded symbols, and after the final answer, the symbols disappear to reveal which role you will be playing. The intention of this, presumably, is to match your own personality as closely as possible to one of the three



Doug Nuts (work it out for yourself) feels the gentle embrace of the law after a bit of innocent bank robbing in the interactive intro sequence which explains how all three of the characters start out on the slippery slope to crime.

SAY 'CHEESE', DOUG!

Another still from the intro sequence of the game, which sets the scene for the entire adventure. The sense of humour is rather curious, and very Italian. And it's all set in Japan...curious, indeed.

ENTER CODE

Contact:
DMI
0753 680343

NEEDS 1 MEG

This is the screen where you choose which of the characters you are to play. You have to answer a questionnaire which gives you the Japanese symbol which will reveal if you're Doug, Donna or Dino.

players. A slightly bizarre approach, but it's original, at least.

Once into the game, the graphics are well drawn and the sound effects are excellent. Most of the characters seem to be doing an impression of a Michael Jackson moonwalk, because the animations are (annoyingly) out of sync with the speed of movement. Mouse-control can be tricky with the smaller objects, but you get used to it after a while.

The game comes on five disks, and if you're playing from a floppy there's a great deal of disk swapping. Fortunately, it's also installable on hard disk, which speeds up the gameplay immensely.

The storylines of the adventures are good, and you don't have to solve the puzzles in any particular order. If you get really stuck, just select one of the objects you're carrying, and move it around the screen. Eventually you'll come across a text message which might give you a clue as to how best to progress.

This is a well-designed game with a good storyline and some interesting puzzles. However, it's rather let down by some errors in both the programming and the presentation. It's no *Monkey Island*, but it's definitely worth a click or two.

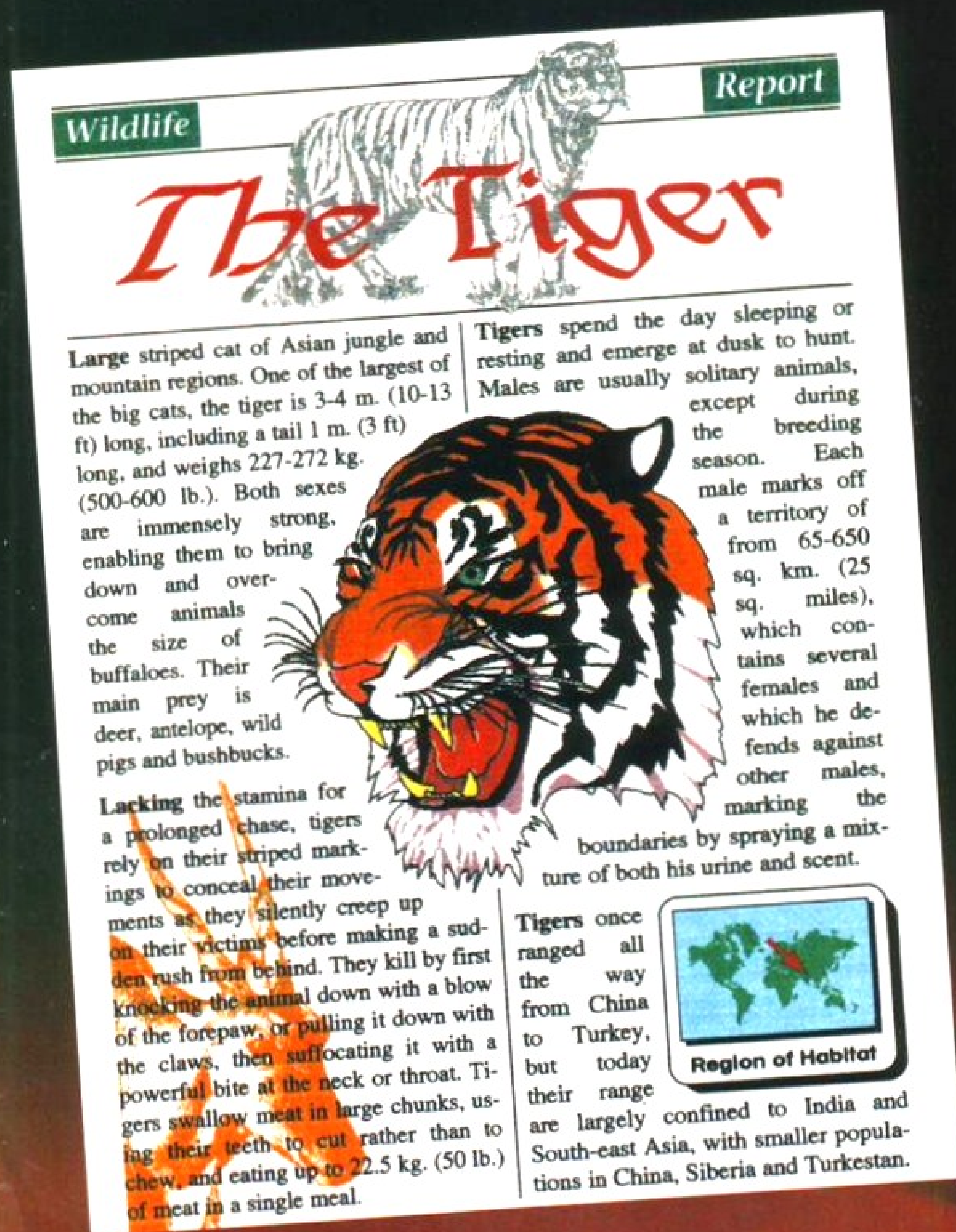
Richard Baguley

Nippon Safes Inc
DMI ■ £29.99

- All of the characters look like they're moonwalking when moving.
- Good sound effects and graphics.
- Having three adventures in one means that you can leave one if you're stuck and get on with another.
- Tedious disk swapping.
- Did you know that 'geisha' means 'artist' or 'talented person'? thought not.

Amiga Format Verdict **80%**

The Best Word Publish
(Amiga Forma



Wildlife Report

The Tiger

Large striped cat of Asian jungle and mountain regions. One of the largest of the big cats, the tiger is 3-4 m. (10-13 ft) long, including a tail 1 m. (3 ft) long, and weighs 227-272 kg. (500-600 lb.). Both sexes are immensely strong, enabling them to bring down and overcome animals the size of buffaloes. Their main prey is deer, antelope, wild pigs and bushbucks.

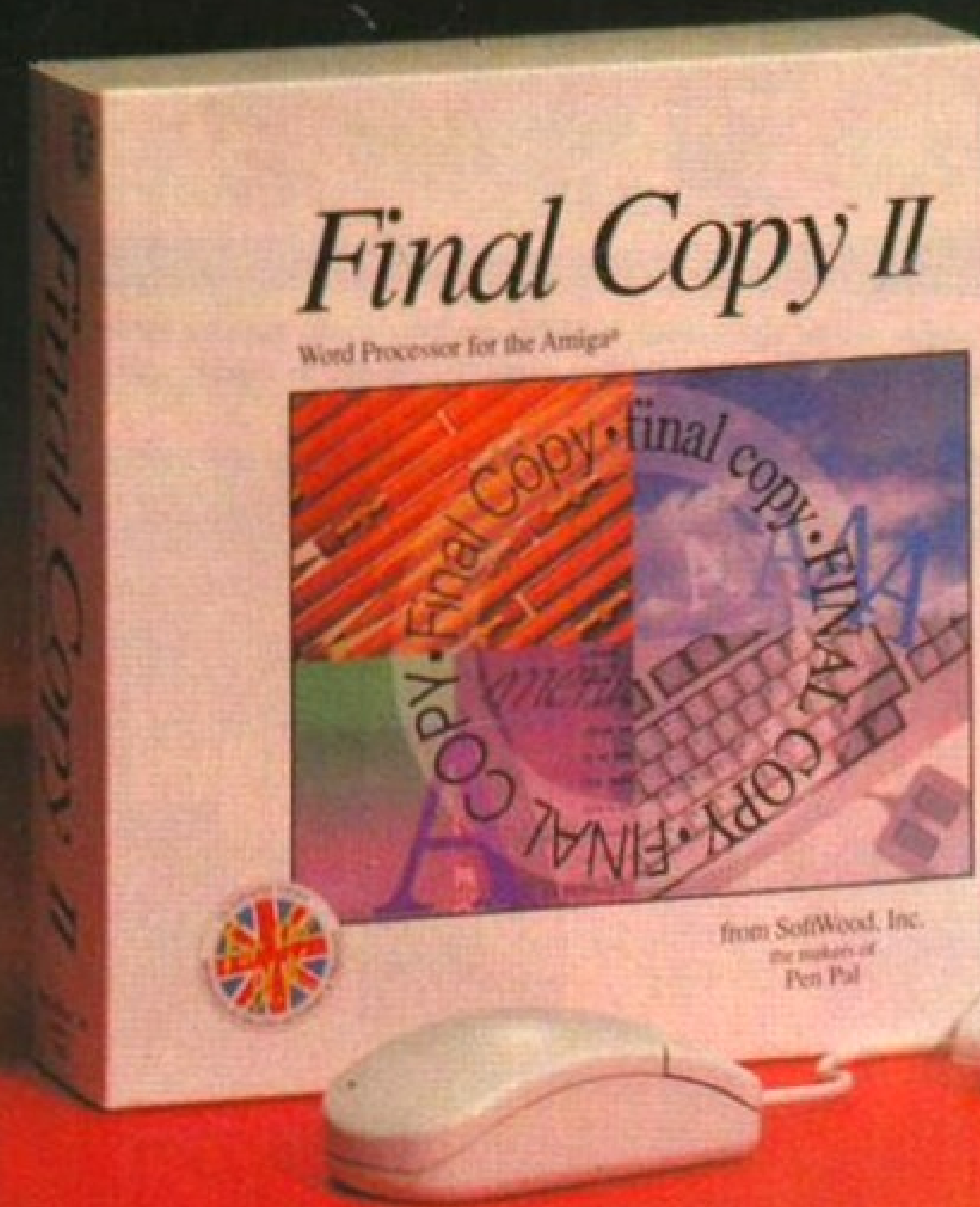
Lacking the stamina for a prolonged chase, tigers rely on their striped markings to conceal their movements as they silently creep up on their victims before making a sudden rush from behind. They kill by first knocking the animal down with a blow of the forepaw, or pulling it down with the claws, then suffocating it with a powerful bite at the neck or throat. Tigers swallow meat in large chunks, using their teeth to cut rather than to chew, and eating up to 22.5 kg. (50 lb.) of meat in a single meal.

Tigers spend the day sleeping or resting and emerge at dusk to hunt. Males are usually solitary animals, except during the breeding season. Each male marks off a territory of from 65-650 sq. km. (25 sq. miles), which contains several females and which he defends against other males, marking the boundaries by spraying a mixture of both his urine and scent.

Tigers once ranged all the way from China to Turkey, but today their range are largely confined to India and South-east Asia, with smaller populations in China, Siberia and Turkestan.

Region of Habitat

We'd simply call it the best Amiga Word Processor. But if after using it, the experts insist on calling Final Copy II the best Word Publisher as well, we're not complaining!

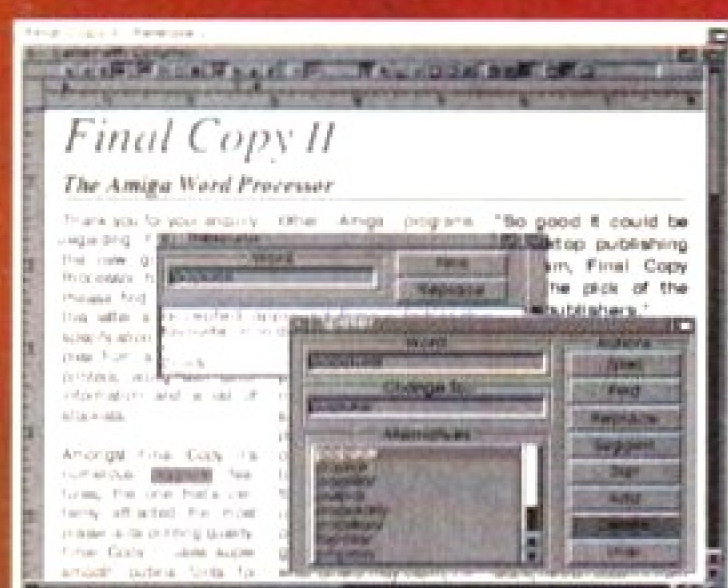


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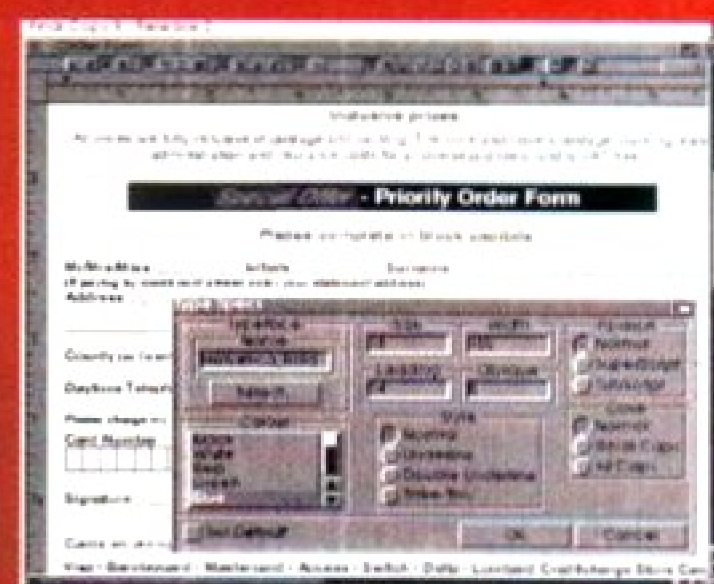
Final

Word Publishers go beyond simply producing normal letters and documents (at which Final Copy II naturally excels) and progress into a world where *how the whole document looks* is just as important as *what it says*. Admittedly, this can be achieved with Desk Top Publishers, but they can't easily be used as Word Processors, especially when a good looking letter needs creating quickly - they're far too cumbersome. This is where Final Copy II offers the perfect balance between the two requirements. Ease and speed of use, combined with complete control and perfect final printed presentation.



Document creation is so simple with 28 On-Screen Buttons for routine formatting and navigating commands, like Auto-Hyphenation. With *true* WYSIWYG display, you can even edit whilst your pages are magnified up to 400% (or reduced). Long documents are supported with Title/Master Pages, Style Sheets, Left/Right Page Binding Offset and Auto Numbering. Because your text needs to be perfect, the British-English Collins Proximity Speller combined with the Thesaurus (for that added inspiration) help you to produce the precise, printed page.

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Compatible with all Amigas from A500 to the latest A1200/A4000 ranges with either a second floppy or a hard drive. A minimum of 1Mb. of available free RAM is required (A600 hard drive - 1.5Mb.) however, as with all advanced graphical programs, extra memory (eg. 1.5/2Mb. - the more the better) will be required to exploit all features fully.

Available from all good Amiga Software Dealers,
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ts words not ours)

Amiga Format think we have the Best Word Publisher. We'll show you why with a list of features that users tell us are important (below).
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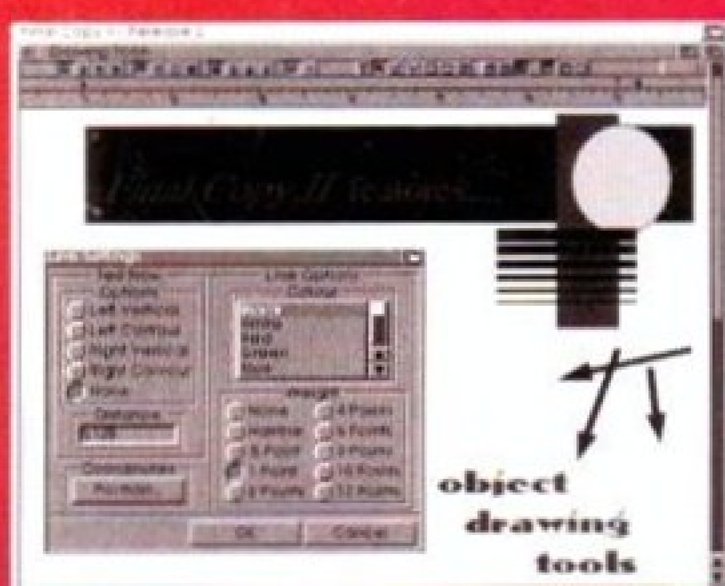


	Feature	Wordworth 2	Final Copy II
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	Compatible with Standard Adobe Type 1 and Nimbus Q Scaleable Postscript Fonts	NO/NO	YES/YES
	PostScript Font Outlines on all Printers	NO	YES
	Maximum Number of PostScript Fonts	Limited to a total of 35	Infinite
	Download Extra Fonts to PostScript Printer	NO, Can't download extra fonts	YES, Automatic
	Landscape (Sideways) Printing on all Printers	NO	YES, Automatic
	Reclaim Printing Resolution (Quality) of Scaled (Reduced and Enlarged) Graphic Images	NO	YES, Same High Quality when Reduced and Enlarged
	Print any Text or Graphic in Colour	YES	YES
	No. of Colours Printed in Imported Pictures	Limited by Screen Mode Used	Output as Original Image
	Graphics Printing (HAM & IFF ILBM)	Good if Graphics not Scaled	Always Best Possible
	Text Width (Compress and Expand)	NO	YES
	Variable Text Obliquing (Slanted Text) Both Positive and Negative Attributes	NO	YES
Graphics	Box, Rounded Box, Circle, Oval, Line, Variable Border & Arrow Drawing Tools	NO	YES
	Crop (Trim) to Size Imported Graphics	NO	YES
	Supports A1200/4000 AGA Chipset	YES, 256 On-Screen Colours	YES, 256 On-Screen Colours
	Create Border around Graphics and Pictures	NO	YES
Editing and Formatting	British-English Spelling Checker	YES, Collins Proximity with Legal & Medical Supplements	YES, Collins Proximity with Legal & Medical Supplements
	British-English Thesaurus	YES, Collins 826000 Synonyms	YES, Collins 826000 Synonyms
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	Edit Document while Magnified or Reduced	NO	YES
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	Index and Table of Contents	YES, Automatic	NO, Requires Manual Entry
	Multiple Newspaper Style Snaking Columns	YES, 2 to 32	YES, 2 to 6
	Style Sheets, Master Pages, Title Pages	NO	YES
	Uses Standard Amiga Clipboard for Cutting & Pasting to and from Different Applications	NO	YES
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Genearal Features	Conforms to Commodore's Amiga Standard 'Look & Feel' Guidelines	NO, Non Standard User Interface	YES
	On-Screen Maths (Column Addition)	NO	YES
	Import ASCII Text from any Word Processor	YES	YES
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Copy II

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One of the two Boat levels, where Woody finds himself challenged by cannonballs and bitten on the bot by some belligerent bass. Err, yes...

Woody's World

The number of platform games on the Amiga is now reaching epidemic proportions. All manner of subjects have been breached – Trolls, frogs, dinosaurs, Arabian knights-in-shining-armour, Ninjas from the Nth dimension – honestly, you'd swear that the Amiga was turning into one of those console-type things.

Fortunately, unlike people who own those console-type things, we Amiga owners also have plenty of other game styles to choose from – adventures, shoot-em-ups, flight sims, role-playing games and the like. This means that when a good platformer comes out, it's just another notch in the metaphorical 'Amiga vs console' belt.

In this issue of ***Amiga Format*** we have two such games – *Superfrog* from established Amiga coders Team 17, and *Woody's World*, the first commercial release from Vision Software, the New Zealand software house previously responsible for the popular shareware games *Microbes* and *Cybernetix*.

The story of *Woody's World* follows a tiny elfin chap, who is given a task of retrieving a crystal by the King of the land. The crystal is in another land 4000 screens away, across 60 levels of extremely perilous landscape which are designed... hang on a minute, I've got a problem here. Should I be sarcastic and make a comment like "Oh God, it's got one of those stories which try to make it different to other platform games, but which have no effect on the gameplay"? Or should I be less cruel, and take the view that if it didn't have a story at all it would be boring? (This is a type of quandary which us games reviewers face quite a lot, you know – I mean, it's not all play, play, play.)

At the end of the world

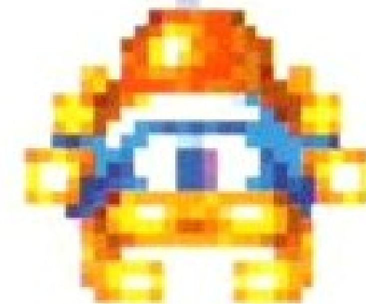
Anyway, suffice to say that the reason little Woody has to get this crystal is that otherwise his world as he knows it will end. And that means he won't be able to compete in the Elfin Olympics. Erm, yes. Well...



"Is this *The South Bank Show*, then?" Our man has fun with electricity in Conveyor Castle.

Woody's World is fun. It's not as fast as, say, *Zool*, but the scrolling is ultra-smooth and the animation is neat. It's all very colourful, and while many of the 60 different levels contain the stuff expected of platform games – such as moving girders and swinging chains – it's obvious that a lot of thought has gone into the look and feel of the game.

Bonuses are scattered throughout, which were obviously designed with previous games somewhat in mind – including blocks that yield points and power-ups when you nut them with your head, and treasure chests which throw out a handful of golden stars when opened – you know the sort of thing.

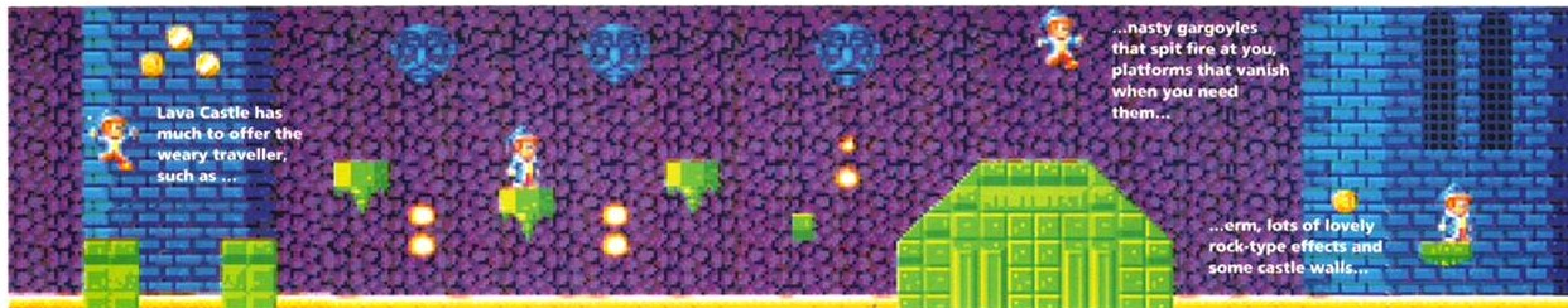


WOODY'S WORLD is available from DMI on 0753 686000

Most of the power-ups either give you extra points or an extra life, but some will give you special powers. The star gives you the ability to shoot your enemies instead of bouncing on them. The prince's outfit enables you to jump higher, and perform a nifty low sweep with your foot to do away with nasties; while the crown gives you them all at the same time.

A right royal privilege

Doorways positioned here and there either signify the end of the current level, or the entrance to a bonus room. Also, if you happen to be wearing the royal crown, you can gain entrance to one of the Throne Rooms, of which


Lava Castle has much to offer the weary traveller, such as ...

...nasty gargoyles that spit fire at you, platforms that vanish when you need them...

...erm, lots of lovely rock-type effects and some castle walls...



In Fishy Castle, a small, ichthyoid creature pledges undying love for the pint-sized Woody. It's not really surprising, because the castles in *Woody's World* can get a tiny bit lonely.



Our hero attempts to squash a soldier with a death-defying leap over, um, some orange...



Mr Fox does a handstand so that Woody can reach the pipe... actually, that's a fib.

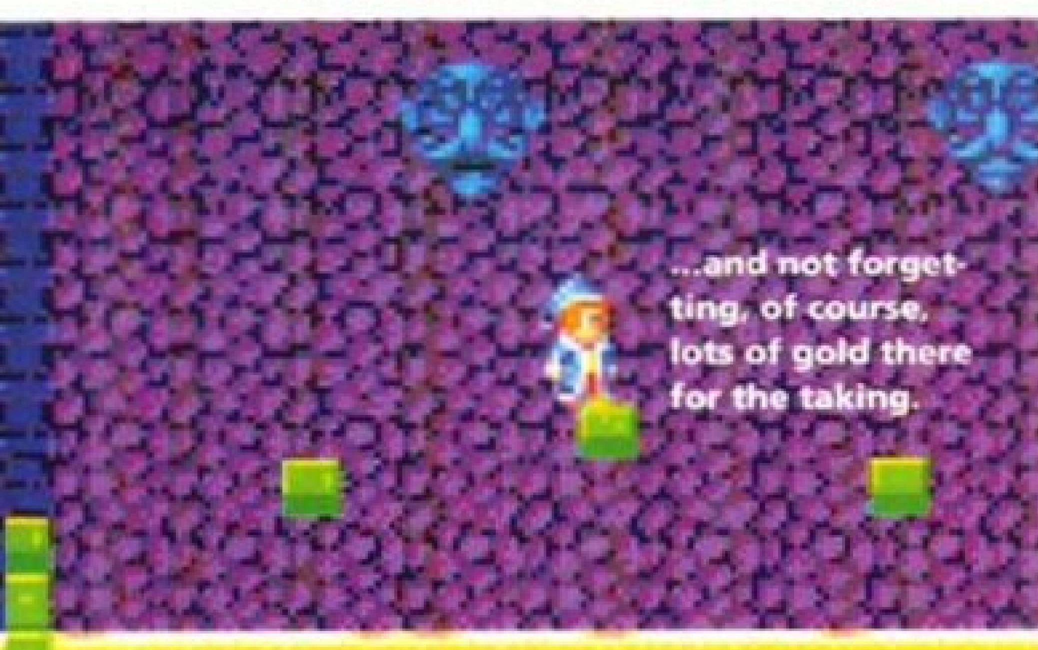
there are only one or two per level. These are basically rooms where riches abound, but you might also accidentally leap to your death if you are not careful. There are plenty of secret rooms to be found as well, keeping in style with recent arcade game.

Cute, light and catchy

All this points to *Woody's World* being a very derivative game. This isn't a particularly bad thing, because the different elements taken from other games work together rather well together. The main character is suitably cute, as are the 'enemies' which take the form of cutesome lickle animals like foxes and birds. The graphics are nice, the tunes are light and catchy and change depending where you are in the game, and the World which Woody must traverse is bloody huge – so you're likely to be playing it for weeks on end.

With this game and the forthcoming *Donk!* (previously *Dong!*), distributors DMI are going to make a name for themselves in the quality platform game market, which considering their commitment to the Amiga is not a bad thing. More power to them.

Andy Nuttall



...and not forgetting, of course, lots of gold there for the taking.

Woody's World
Vision ■ £25.99

- Derivative, but at least it's a good game.
- 60 large levels, with loads of variety both in gameplay and enemies.
- Lots of chances to power-up, so play doesn't get boring.
- Console-esque music, with a different ditty to suit every occasion.
- It's either cute or violent in today's platform arena. *Woody's World* is definitely cute.



84%

Zool

Gremlin ■ 0742 753423 ■ £25.99 ■ Reviewed *AF*39 95%



There are plenty of colourful backdrops in *Zool*, with impressive graphics, but once the action starts, then the speed of play slows down dramatically.

Remember *Zool*? Well, if you don't you must have been buried in a very deep hole for the past few years because the Ninja from the Nth Dimension has captured the imagination of Amiga-owners across the globe. It received a massive 95 per cent in issue 39 of *Amiga Format* and still keeps many members of the team up until the early hours. Small wonder then that the A1200 version of this platform king was eagerly awaited. But what a cock-up.

When you start, there's no indication of the horrors to come. For the first two levels, everything seems to be okay. And hey! There's a brand new piccy during the title sequence and a neat little animation before the game begins showing Zool trying out his new boots, presumably on someone's face. Some incredible backdrops move fluidly and colourfully in harmony with the Ninja as he prances around in search of various goodies and the way out of each stage. Things look good so far because there hasn't yet been much on the screen at once. When that happens, everything slows down dramatically, and that's not something which was a problem in the original. *Zool* is playable, primarily because of its speed; if that fails, the game is pulled back down to the level of other platform games that would otherwise be considered as its obvious inferior.

This A1200 enhancement is quite ambitious; there's a lot more to see in the background of each stage which makes use of the computer impressively, although so much colour and detail is sometimes in danger of cluttering the screen, making you forget what game you are playing.

Some of the sound has been revamped and in general it's a slicker, more attractive package. But Zool's own speed is everything in a game like this. To allow any slowing of his update speed is like tripping the guy up in his prime and it shows that designers for the A1200 should also code in moderation as well as with the intention of stretching their machine. If you've never come across *Zool* before, don't be put off – you'll definitely enjoy it. If you have, then this version is still recommended, but only for those who aren't devout fans of the original and who can tolerate a little sacrilege.

Paul Tyrrell

Verdict **85%**

How well do the old classics transfer to the A1200? See for yourself in this round-up...

A1200 gam

Sleepwalker

Hit Squad ■ 061-832 6633 ■ £12.99 ■ Reviewed *AF*30 80%



The graphics have improved for the A1200 version of *Sleepwalker*, and the sound effects are cleaner.

Some of you may be thinking that it's a little too late now to buy *Sleepwalker*, enhanced version or not. After all, Comic Relief '93 has long since passed. Actually, you couldn't be more wrong. OK, so the A1200 version isn't a massive improvement over the original A500 game, but then the original is one hell of a good game.

The improvements to the game are mainly cosmetic, really. The most noticeable change is in the sound department, because they have upped the sampling rate so that the effects are much cleaner-sounding.

Unfortunately there still isn't a background tune playing during the game, but the tunes which play while the animation sequences are running are still there. The other main difference, although less noticeable, is the addition of a few extra colours in the background graphics.

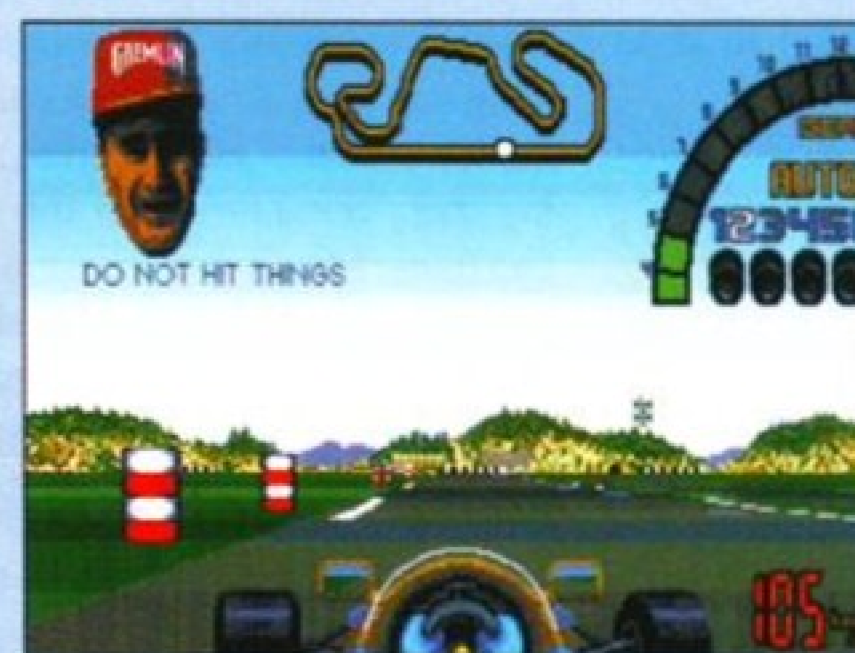
Sleepwalker is on four disks instead of three, but that doesn't cause problems. It scores less than the original – that's because more enhancements could have been made. As it is though, it's neat.

Andy Nuttall

Verdict **89%**

Nigel Mansell's World Championship

Gremlin ■ 0742 753423 ■ £25.99 ■ Reviewed *AF*42 55%



The trip is slightly smoother, but Nigel's top tips will probably only drive you up the wall...

The regular version of this was a disappointing retreat into the ancient domain of games such as *Pole Position*. Needless to say, it didn't drive like the real thing. The A1200 version, on the other hand, has a significantly improved frame-rate and a slight graphics enhancement to its credit. Driving in the game is now smoother and faster and there's even a new sequence to amuse you when you're waiting for repair in the pit-lane. What hasn't changed is its terrible playability. The lack of a decent mouse steering system means you're stuck with the digital input of a regular joystick. That's unless you've got an analogue model, but buying one for the sake of *Mansell's World Championship* would be ridiculous.

To top it all, Mansell's digitised grin has been slightly enhanced. This gives him the chance to put you off your driving even more by interjecting during practice with pearls of wisdom such as: "Avoid objects" and, "Try keeping on the road." Thanks for those, Nige.

Paul Tyrrell

Verdict **55%**

Trolls

Flair ■ 0661 860260 ■ £25.99 ■ Reviewed *AF*44 80%

Whether or not you can stand those little plastic things with rainbow-coloured hair that kids walk around stroking, *Trolls*, the game, is a good, solid platform feast. The A1200 version promised to be something very tasty and thankfully, Flair have really gone to town when it comes to additional artwork. The first indication that the A1200 really is being used is an enhanced title screen; a wonderfully coloured rendition of Trollworld using a variety of psychedelic hues. And then comes the game itself, which has been given a marvellous new lease of life.

The backdrops to each world are now far more complex and richly decorated than in the original game. From a horizon of rolling hills and trees in one world, to the newsprint and notepaper of a busy, Troll newspaper office, the scenery of every stage is exquisite.

Great attention has been paid to each image, both in terms of keeping with the theme of a level and in eye-catching detail. It really stretches the graphical capabilities of the A1200 further than other games and maintains a great level of playability at the same time. In fact, my only real criticism of the enhancements that have been made is that things sometimes get overwhelming. Quite often there's just so much to look at that your eye is drawn from the Troll itself, which often leads to the accidental loss of a life.

Flair have done a great job in bringing a good game into the A1200 scene so impressively. OK, things don't run quite as smoothly as classics such as *Robocod* or *Zool* and the Yo-yo is still incredibly annoying, but this revamped version of *Trolls* is chock-full of fun, challenge, variety and colour. And these, as we all know, are the hallmarks of a big-league contender.

Paul Tyrrell

Verdict 85%



Love 'em or hate 'em in the flesh (or should that be plastic?), you'll be hard pushed to find anything wrong with Flair's adaptation of *Trolls* for the A1200

nes round-up

We want more!...

Since this is an AGA-dedicated feature, the chances are that you're an A1200 or A4000 owner. The chances are also that you're annoyed at the apparent lack of AGA games available at the moment. Sure, loads of softies have been promising games for months now; Commodore stated at the release of the A1200 that there would be 20 AGA-only games available before Christmas last year! In fact, the total number at the moment is... (roll of drums...) four. Yep, a whole quartet of them so far, which, as far as we're concerned, just isn't good enough.

Don't get us wrong, we know of a lot of AGA-dedicated games which are in the pipeline from several companies, which are due for release in the coming months. But even so, there's still not enough. Is there anything you can do to help the situation?

Er, yes, there is actually. You can write to all the major software houses, tell them that you've bought an A1200 or A4000, and tell them that you want some dedicated games to run on it. The basic problem is that none of these companies really know how many A1200s have been sold, so they don't know if it's worth producing them. The only way that will change is if you start putting the pressure on.



"Look, all I want is some decent games to run, OK?" Cheer your A1200 up and get writing to those softies.

If you want to write the softies in the strongest terms, here are some addresses to get you started...

Psygnosis,
South Harrington Building,
Sefton Street, Liverpool, L3 4BQ.

US Gold,
Units 2-3, Holford Way,
Holford, Birmingham, B6 7AX.

Virgin Games,
338A Ladbroke Grove,
London W10 5AH.

Renegade,
C1L Metropolitan Wharf, Wapping Wall, Wapping, London E1 9SS.

Ocean,
6 Central Street,
Manchester M2 5NS.

MicroProse,
Unit 1, Hampton Road Industrial Estate, Tetbury,
Gloucester
GL8 8LD.

Millennium,
Quern House,
Mill Court,
Great Shelford,
Cambridge CB2 5LD.

Mindscape,
Priority House, Charles Avenue, Maltings Park, Burgess Hill, West Sussex RH15 9PQ.

Gremlin Graphics, Carver House, Carver Street,
Sheffield S1 4FS.

Electronic Arts, 90 Heron Drive,
Langley, Berks SL3 8XP.



Getting past the obstacles involves acrobatics – and sometimes more obvious things, like growing mushrooms. Yes, beavers are odd creatures.

Beavers

First came *Dong* and now *Beavers* has entered the platform game contest with a water-dwelling hero and plenty of bizarre characters, locations and tasks. Before considering *Beavers* it's important to realise that not only is its hero unable to swim, but that moving the joystick about frantically during the game won't pluck Mr Beaver out of danger, but will leave him swivelling on the spot or whistling to himself. *Beavers* is weird.

There's no doubt about that once you've witnessed the introduction – a macabre display of violence in the form of an irate bunny, upstaged in the cuteness stakes by our tree-felling friends, who kidnap Mrs Beaver with the help of a rodent-sized Sten gun. The intro ends on the point of being absolutely horrific and then the game itself loads, which comes as something of a relief. Mrs Beaver isn't dead, but has been abducted and now languishes somewhere under Mr Bunny's evil control, presumably in a warren behind a frightening array of traps, evil henchmarsupials and piles of droppings.

On the level

Don't let the game's cutish exterior fool you into thinking it's easy, though. A fiendish first level requires you to run at speed across a marshland area, avoiding bears, the odd albatross and, er...water. While the main character doesn't move particularly fast, you've got to be fairly adept on this stage to avoid slowing down and being consumed by the edge of the screen as it leaves you behind.

This game would be ideal for children (those 'violence in the hutch' scenes aside) if it wasn't so difficult to play. Spinning around with a downward pull on the joystick enables you to dispose of some of Mr Beaver's adversaries, while pushing up on the stick starts your character whistling innocently, apparently so that he can sidle through doorways without arousing suspicion. But for all the little guy's athletics, the game is hard, and no mistake. If only he could spit woodchips.

The sound of *Beavers* ranges from a series of good cartoony effects to a honky-tonk theme on each level that gets a little repetitive but, nevertheless, does seem quite beaverish. The cartoon scenery is well-drawn and creates a variety of obstacles which must be negotiated by acrobatics or some other, slightly bizarre, activities. An important part of each level is the collection of stars which give you loads of points and award you extra lives at the end of each level. A lovely little touch is the way that they wiggle temptingly as you draw closer and glance in your direction as if to invite you to collect them.

Contact:
GRANDSLAM
081-680 7044

Worlds apart

On every level, the enemy suit their surroundings. Frankenstein monsters and blobs of slime roam the second level that's a kind of graveyard setting, while gun-toting dogs and gruesome, living boulders patrol the third level – a network of electricity pylons in the canyons of some mountain range.


No, it's not a scene from Beaver Aid – just a part of the 'rather tasteful' intro.

Beavers isn't a marvellous game, but it is competently written and introduces another likeable character. But looking at legends such as Sonic (who, to be fair, is hardly very much further along the evolutionary scale), it feels as though Grandslam could have made so much more of their new invention.

Paul Tyrrell



Wouldn't you just love to get your beavery paws on that lovely star? They're worth extra lives if you get hold of enough of them.

Beavers
Grandslam ■ £25.99

- From cuteness to terrifying carnivorous instincts in seconds.
- Attractive and playable.
- Some great spot effects maintain the cute arcadey image.
- Nice touches improve an otherwise unoriginal game.
- No beaver-like abilities seem to be needed.



75%

Ameagre Prices

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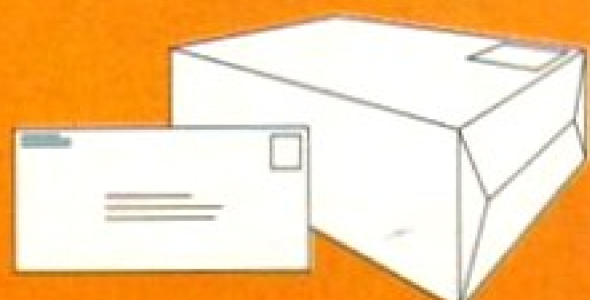
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Strike Fleet

Hit Squad ■ £12.99

Reviewed *AF*30 80%



This is what it's like when someone's fleet is bigger and harder than yours. It's downright demoralising.

Very few games are brave enough to tackle the scenario of modern naval warfare. *Lemmings 2*, for example doesn't even come close. But *Strike Fleet* isn't scared. It dives straight in and starts targeting those cheeky missiles without a second thought.

For missiles are what the game is all about. Surface-to-air, air-to-surface, torpedoes, surface-to-surface, they're all here. Apparently this is what modern sea warfare is all about; you target your foes with loads of projectiles, they do the same with you and everybody blasts at each other, taking care to try and hit the incoming missiles, shooting them down while targeting yet more on the baddies. This sounds complicated enough with just one ship, but in *Strike Fleet* you can have up to a dozen.

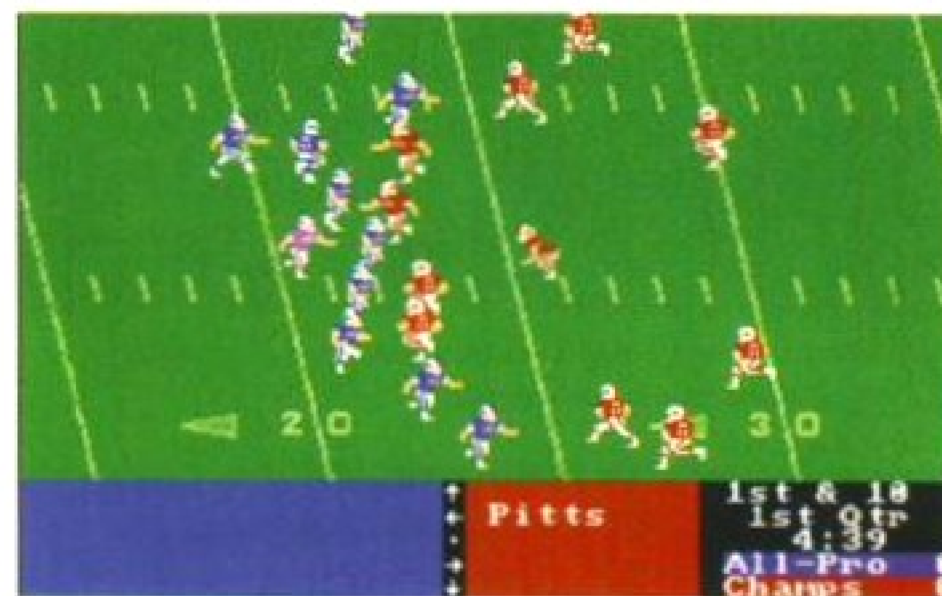
And then there are helicopters and submarines too. It's a mind-expander and no mistake. The graphics are functional, but the waterborne atmosphere is tense. There are 13 scenarios, from the Falklands to the Gulf, taking in a bit of World War III too. If you're interested by big ships bristling with lethal technology and powerful guns, then get this.

Verdict 88%

Fourth and Inches

Hit Squad ■ £12.99

Not previously reviewed



It's just like watching some big men run into each other at full pelt. With no sense of being there.

The chances are that if you don't understand the title of this game, it's not really aimed at you at all. It's nothing to do with maths or measurements, in case you were wondering. It's a classic American football job, in which you see the action from a sort of oblique angle while your tactical decisions are played out in front of you by lots of small men (representing, in real life, absolutely huge men).

There are a great many plays you can call, each resulting in the crowds of people on the pitch rushing around in seemingly unfollowable directions. It will soon become apparent that what you've done has either been successful or it has failed, and either way you've usually got another chance (unless it's the fabled fourth down and you've cocked it up.)

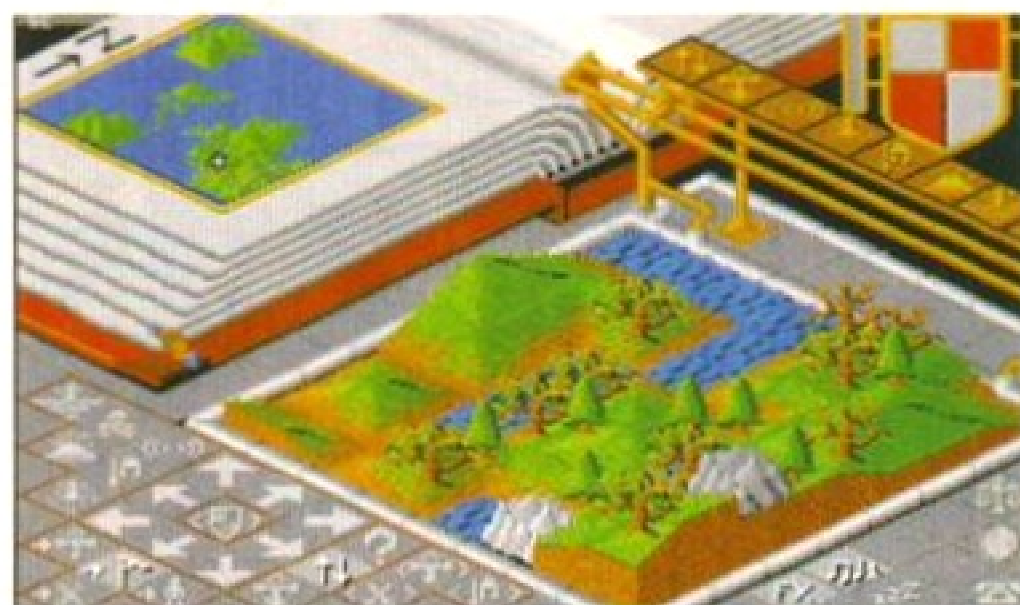
The game just doesn't have the sense of excitement you need to keep playing. It's a bit simplistic, it lacks a real sense of challenge, and it's not very fast. *John Madden's American Football* beats it hands down. Even though that's a full-price game, it's still better value for money than this budget-priced emulation.

Verdict 42%

Populous & Populous – Promised Lands

Hit Squad ■ £12.99

Reviewed *AF*30 89%



When worlds collide... this sort of thing happens. Mountains, trees and stuff. Oh, and warlike peoples, too.

Everybody with an Amiga must have a copy of *Populous* by now – surely. It's available on loads of compilations, as well as being out at £7.99 so it's possible to get hold of a copy just about anywhere.

But this version includes the *Promised Lands*, an extension which gives you five extra worlds to play your way through, including the Wild West World and the Silly World.

Populous is as good as it ever was, and this extension means that you get even more fun out of it. The basic formula behind it is so successful that *Populous* has been challenged by many newer god-games, and some, like *Mega-lo-Mania*, are even better. But *Populous* has still got a quality and a charm all of its own. It's a classic, in fact. If you don't own it, you should, and if you do own it then you have a responsibility to the uninitiated to ensure that they put it on their Christmas list.
Got the message?

Verdict 89%

The Simpsons – Bart vs. The Space Mutants

Hit Squad ■ £12.99

Reviewed *AF*26 82%



Bart's on the street hanging tough. Well, he's on the window sill hanging on for dear life, in fact.

Didn't Bart Simpson used to be a cult figure way back in the early Nineties? And where is he now? Exactly. But at least his legacy remains, and part of that is this game.

It's a platformer in which you must control Bart as he horizontally scrolls his way through Springfield spraying things purple, jumping on aliens' heads and collecting coins. Weird? Of course it's weird. This is the Simpsons we're talking about.

But it's also a fun game. It's very tricky and you're never quite sure what you're going to come up against next. Some of the puzzles are really fiendish and you'll be frustrated at many of the little jumping and moving creatures you have to negotiate.

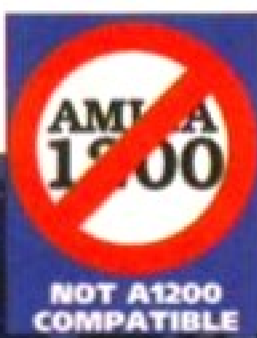
Nice graphics, which have hardly dated (and are thus still single – sorry, couldn't resist that one) and a boppy soundtrack mean that this is still a good choice if you're looking for something to get your teeth into.

Verdict 83%

The Plague

Global ■ £7.99

Reviewed *AF*13 61%





The baddies drop down and you stand your ground, killing them and looking hard. It's as easy as that (and a good deal more amusing).

Strange things have been happening on your home planet. But we've all got to put up with them, so let's get on with this review. *The Plague* is another horizontal scroller in which a genetic experiment has gone wrong. This means that you, as a sort of Barbarian warrior type, must wander around a load of levels, killing a load of weird creatures which drop on to the ground near you.

It's not particularly inspiring and the chief sprite looks immensely comical when you make him run. The main problem is the slowness. It seems as if the game is taking place underwater, which (presumably) isn't the intention. Nothing really redeems *The Plague*, and there are much better games around.

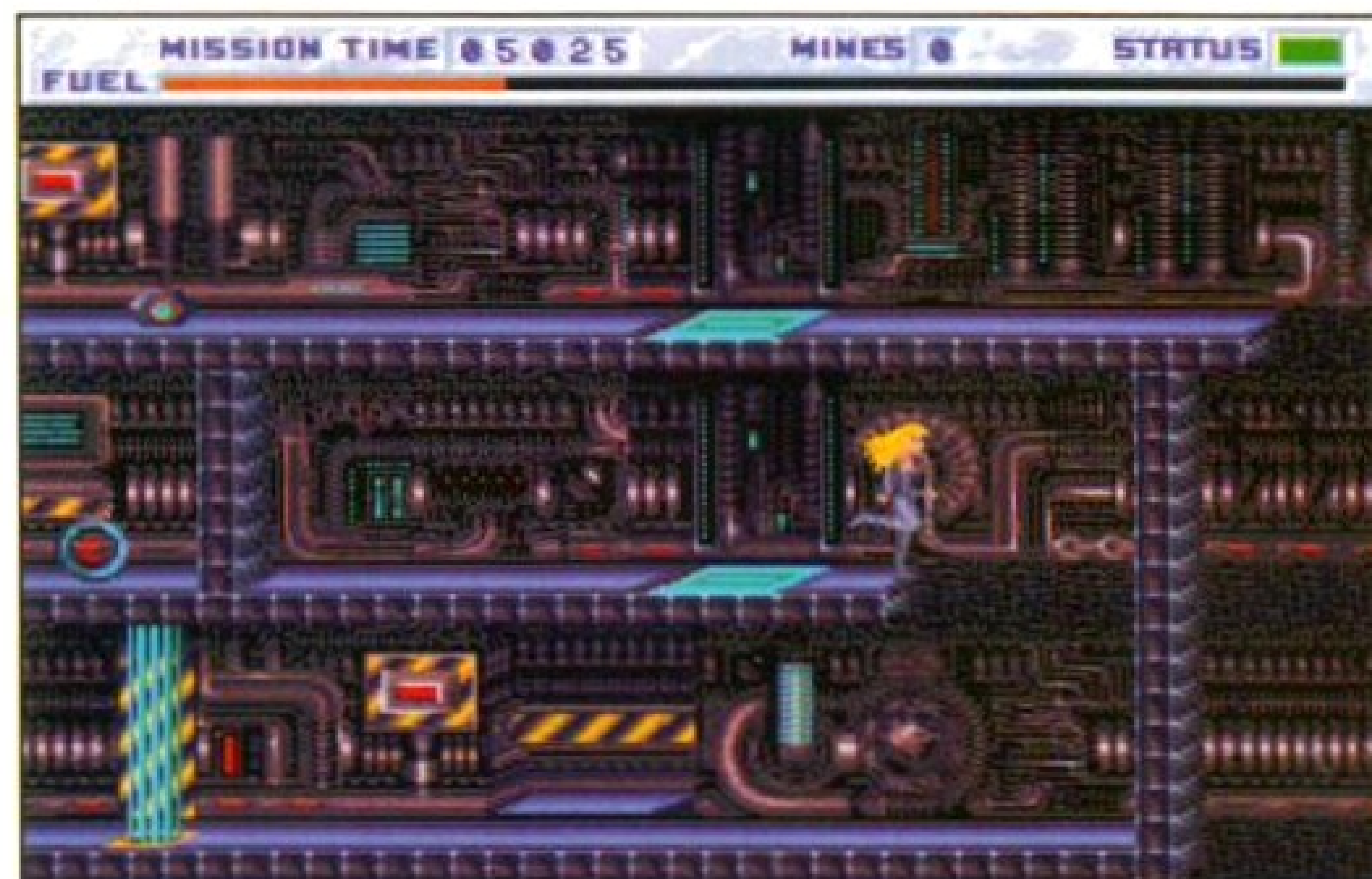


Verdict 38%

Final Countdown

Global ■ £7.99

Not previously reviewed



No running in the corridors. Well, no-one's going to stop you, are they, in a meteorite. In fact, it's the ideal closed community in which to practice anarchy.

You're trapped in a meteorite heading for Earth. Only this is a special hollowed out meteorite with loads of computers in it. You're a girl and the idea is to rush around and try and divert the whole thing before it crashes, killing everything ever.

The graphics are a bit small and fiddly, but there's a nice puzzly element and you can do a fair bit of exploring. If you're expecting a stormer, you'll be a little disappointed. *Final Countdown* is a sort of against-the-clock job which gets frantic but sadly lacks the vital addictive element which would make it impossible to leave alone.

Still, it's competent, so if you like having your brain twisted and stretched, you'll find plenty to keep you occupied here.



Verdict 70%

Sword of Sodan

Global ■ £7.99

Not previously reviewed





Roll out the barrel, we'll have a caption based on an ancient song nobody sings anymore except for in the Queen Vic in *EastEnders*.

War has come to the land of Sodan. Not to be confused with the Sudan, which actually exists, Sodan is a magical place where the inhabitants rip each other to pieces regularly.

So, let's put you in the picture. You are an avenger. Your job is to, well, avenge, really. Much wrong has been done and much blood spilt. Much pain has been caused and there has been much shedding of tears and tearing of sheds.

Into this mayhem walks you, a character with a large sword. Sorry, that should be a large character with a massive sword. You must chop, hack and slay people, while jumping over things and avoiding spikes and stuff. It's all a bit of a mess, really – it looks nice but plays poorly.

Pity, but the graphics have overtaken the gameplay, and the speed has suffered.



Verdict 52%

Pictionary

£7.99 ■ Hit Squad

Not previously reviewed





You can produce real art with *Pictionary*. Or you can produce embarrassing rubbish like this. But at least yours won't be seen by nearly 150,000 readers...

It's a sort of guessing game thing, this. The idea is that you try to tell people what a word is by drawing a picture which phonetically displays it. Sounds complicated? On paper it isn't, but on computer it's going to cause you a fair bit of trouble.

As the clock ticks away, you realise that in order to get anywhere, you must be au fait with what is in effect a miniature art package, and you must be able to produce recognisable pieces of art as well. This can be difficult enough with a pen and paper when you're running out of time, but immensely fiddlesome with the computer.

This is another example of a game being more suited to its original format than to a computer version. The only good point is the price, which is cheaper than the traditional board-game. But to be honest, you don't really need this.



Verdict 45%

Battle Squadron

Global ■ £7.99

Reviewed *AF7* 82%

A sort of *SWIV*-type vertical scroller, you must shoot everything that swoops into your field of view. You'd better keep your eyes peeled; there are ground targets and aerial ones, and there's plenty to collect along the way. This is so that you can make your weapons even more effective than they were in the first place.

Judging by the fairly cataclysmic destruction you're able to wreak at the beginning, you'll get the distinct impression that the gameplay is going to get silly. You'd certainly be right – there is much to destroy and so many aliens (or baddies or whatever) to waste. It's completely mindless, but isn't that always the way with violence? (Pause for anti-violence feelings to swell righteously among readers.)

If you are a fan of this kind of formula (and let's face it, who isn't?), then you'll be impressed by *Battle Squadron*. The game is quick, smooth and feels nice (especially the box). Great graphics and lots of blasty sounds round it all off marvellously. You have to be in the right mood, but as soon as you are... Oh, and in case you're morally vexed by the whole thing, just see the baddies as aliens who, of course, deserve to die for their strangeness.

Verdict 86%



Look closely. Your plane/spaceship is just on the right, hiding behind some background material. Honestly. It really is there.

Lost Dutchman Mine

Global ■ £7.99

Not previously reviewed

Prospecting in the Wild West must have been a lonely job, but the people who did it were driven by a weird sort of single-minded greed, so let's not spare them too much sympathy.

In this game you, as a typical scraggy old-timer with a white beard, must wander around the towns and desert scrub-land of the West, digging and panning away trying to find the elusive golden metal they call, er, gold.

It's a funny game, with the odd bit of shooting action and periods of long road-travelling, but persevere with the little chap and you'll find it to be quite amusing. Nice touches include a clock which ticks round the minutes and hours, and a temperature gauge which measures the extreme unpleasance you'll find your little guy stomping through.

The cartoony graphics and sound aren't anything to rave about, but that's not the point. It's compelling as a strategy game, and you must be in control of all the aspects of your little guy as he trudges through the heat, avoiding snakes, baddies and people determined to nick his prospective prospecting areas. As I said, it's a strange game.

Verdict 74%



Just in town for supplies, your little chap must go into each shop (and, of course, the saloon) and get stuff (drunk probably being one of the first things).

Edd the Duck 2

Zeppelin ■ £9.99

Not previously reviewed

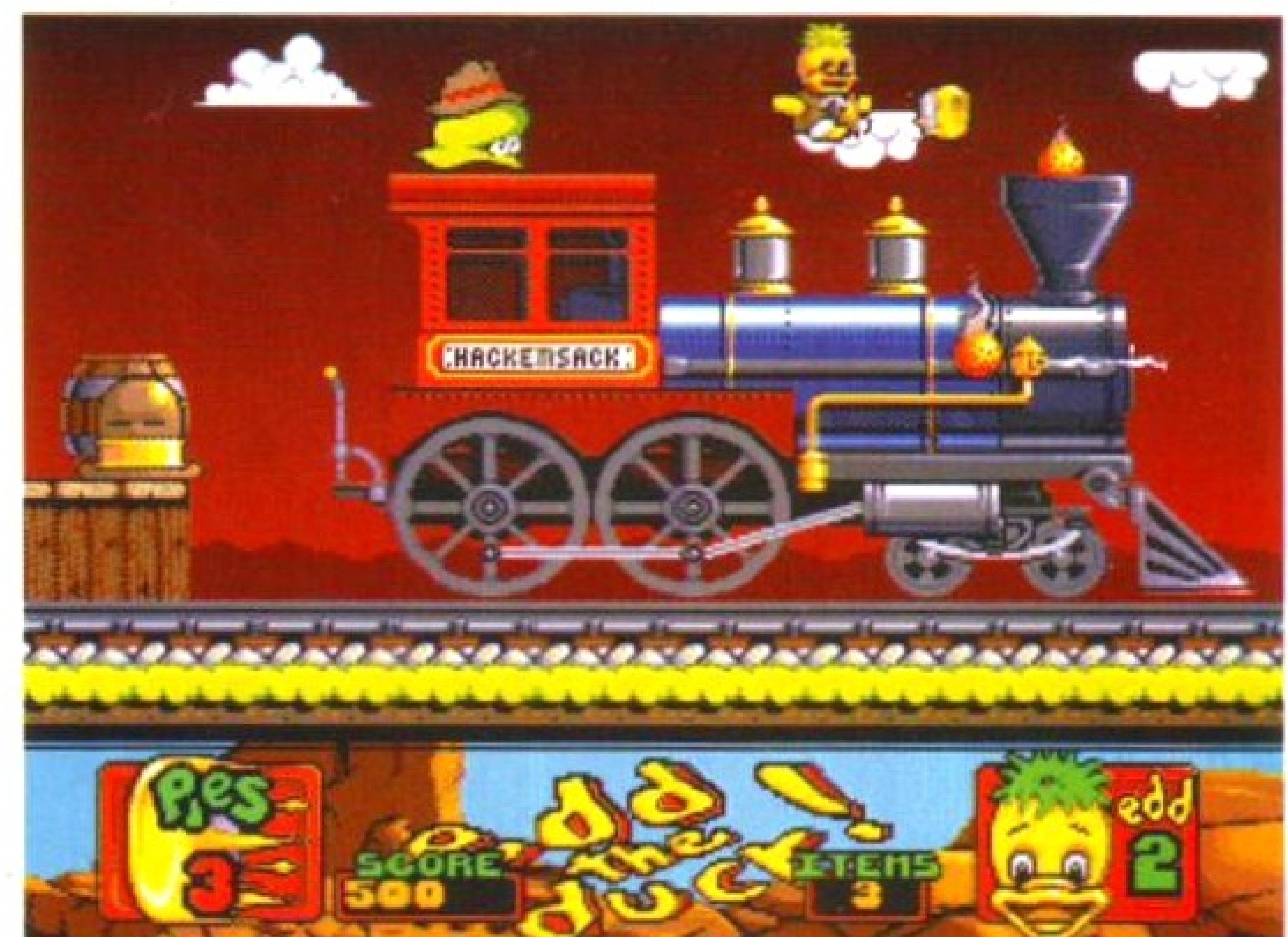
Meet Calamity Jane. Also meet Disastrous Deirdre and Accident-Prone Angie. Meet the, er, unique style of *Edd the Duck 2*. Yes, it's the Wild West, and Edd is wandering around (being controlled by you) as he searches for, well, let's be honest; he's searching for invulnerability shields, extra custard pies to throw at baddies and bonus lives.

This is a platformer in which you must explore, killing (well, splatting) everybody you meet. The graphics show clearly that budget games can look as good if not better than full-pricers; this is really impressive-looking stuff from Zeppelin.

Of course, everything is themed around the idealised Wild West setting, so don't expect Clint Eastwood's *Unforgiven*, but rather *The Lone Ranger* and other historically-blurred views.

It's fun, it's pretty challenging, especially if you close one eye as you play, and you'll enjoy it a great deal. And, for once, it'll appeal to serious gamesplayers rather than just children who are fans of the fandabidozi graphics (sorry). Anyway, *Edd the Duck 2* is strongly recommended. The BBC's Edd puppet, however, can go and boil his head.

Verdict 80%



By the look of it, Edd's been in training for his Wild West adventure. (That's the sort of joke Edd fans will find inordinately amusing.)

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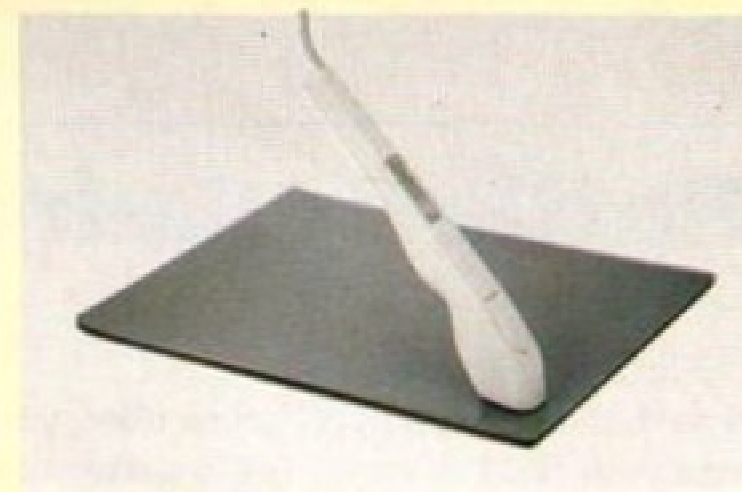
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Chart busters

Body Blows

WINNING TIP!

Team 17 ■ 0924 291867
Reviewed *AF*46, 87%

The cheat mode screen from *Body Blows* may be accessed using two joysticks.

On the menu screen hold the joystick in port 0 to the left, and the joystick in port 1 to the right, for five seconds. A cheat menu will appear, enabling you to set player 1 or 2 to be the evil Max, to toggle the CPU as player 2, or to alter your credits and energy.

Duncan Pearl
Morecambe

The Chaos Engine

Renegade ■ 071-481 9214
Reviewed *AF*45, FG90%

Aha, top of the charts, eh? Well, have we got some tips for the Bitmap's latest? Er, yes, actually. Maps and tips for worlds one and two can be found on Page 102, but if you can't wait until then try this tip from Matthew Lewis and David Burton of Derby, and G Norman of Huntingdon...

On world 1 level 4, collect the Party Power icon, then immediately run into the bonus area to the right. You will now have party power for the rest of the game!

Lionheart

Thalion ■ 021-442 2050
Reviewed *AF*45, 87%

The first secret room can be found by leaping on to the leaf above this one.

There are a several secret levels hidden throughout this game, and Erik Simon of Thalion kindly shared two of them with us...

On the first stage you will find a part with a few leaves lying around. On one of the leaves there are two crystals, with two leaves. Jump on one of the leaves, then jump into the air. If you now wait around 10 seconds, a box will fall down – jump on this, and you can now reach the first secret room, containing around 50 crystals.

At the beginning of the fifth level, go left and jump off the edge of the platform. A leaf will appear under your feet. Jump left again, and you will reach another secret room containing the first extra sword – which you can use to slay those nasty beasties much more easily...

B-17 Flying Fortress

MicroProse ■ 0666 504326
Reviewed *AF*46, FG91%

Having trouble flying the old Fortress? These few tips direct from the programmers should help you on your way...

Take some time to observe how the gunners aim for the fast-moving fighters. When making navigation checks, use a combination of the navigator's instrument and external views to orientate the map. Regularly check that the crew is OK, and that the guns aren't jammed – it's easy to miss the messages in the heat of combat! Let the computer-controlled gunners track the targets, then take over for the kill.

LEMMINGS 2

WINNING TIP!

Psygnosis ■ 051-709 5755
Reviewed *AF*46, FG94%

On the menu screen, press the left-hand mouse button in each of the four corners of the screen, starting top-left and working clockwise. If you do it correctly, you will hear the familiar cry of 'Let's go!'. Now you will be able to select any level to play from any tribe – but you will still have to complete every level to receive the talisman!

Thanks to Kevin Grant of Forfar Angus, who wins a Psygnosis game.

Reaching the later levels of *Lemmings 2* is easy with this cheat...

ZOOL

Gremlin ■ 0742 753423
Reviewed *AF*39, 95%

SECRET ROOMS:

■ On level 2.1 (Music World), directly above the first restart point is an invisible entrance to the first shoot-em-up bonus level. Also, if you play the theme tune to *Close Encounters* (grey, white, black, red and green notes in order) on the first piano you come across, you will enter the second shoot-em-up level.

■ On level 2.2 (Music World), play the brown, yellow, red, orange and green notes in that order to create a large note above the piano. Jump on to the note to enter a hidden room which contains bonuses and a new set of notes. Play brown, orange, green and dark blue to gain an extra life.

When you reach the next piano, play red, yellow, light blue and dark blue to create another note, which you should jump on to to reach the exit.

■ On level 4.1 (Tool World), run to the right until you reach the first wooden platform, then climb to the top. Run to the left edge of the wood, and jump to enter the third shoot-em-up level.

■ On level 5.1 (Toy World), go right from the start until you come to the giant bonus panda. Jump on the blue column on the left, and you should enter the final shoot-em-up level.

Alexander Zoutsos
Guildford

The first shoot-em-up level looks like this, with Zool fighting from a small bubble...

NICK FALDO'S GOLF

Grandslam ■ 081-680 7044
Reviewed *AF*43, 90%

If you want to get seriously good at this game, you will need an autofire joystick and an autosensing mouse/joystick switcher such as the RoboShift (from Meedmore 051-521 2202). Load up, set up your shot as normal, then press the mouse button to start your swing.

When the bar reaches the 'double-click' zone to determine the hook or slice of your shot, press the joystick button. This will quickly set up a double-click, so no matter how small the area is it will work every time!

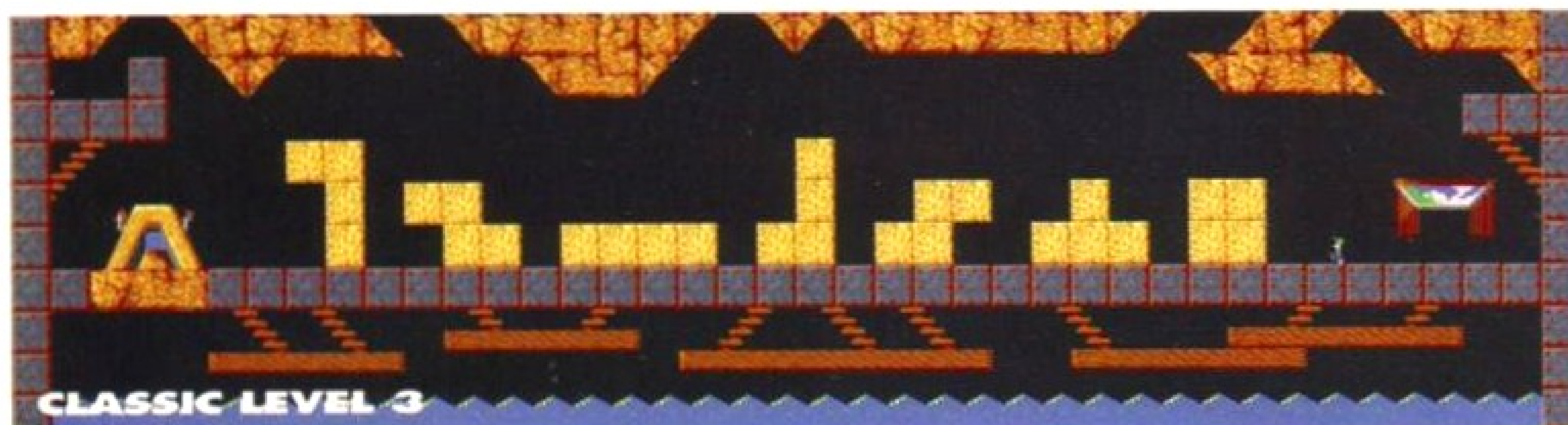
Norman Mowatt
Isle of Lewis



Lemmings 2

Have you rushed out and bought *Lemms 2* yet? Well if you have then you'll be glad of these tips straight from the programmers...

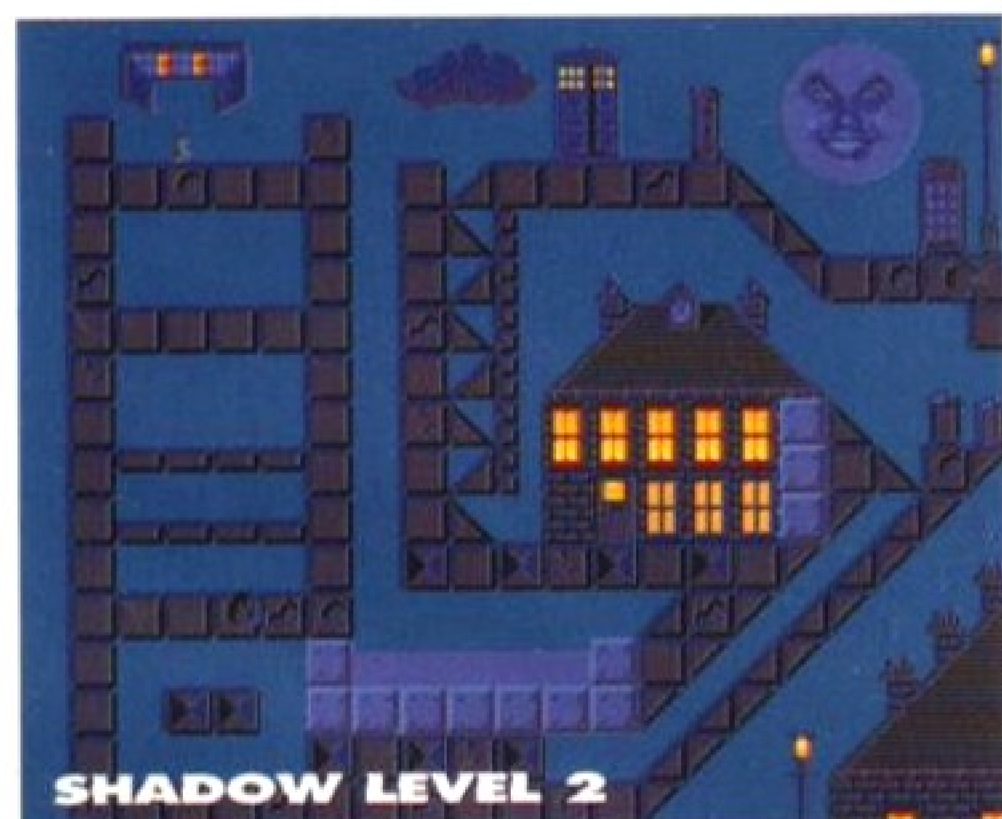
Psygnosis ■ 051-709 5755
Reviewed *AF*46, FG 94%

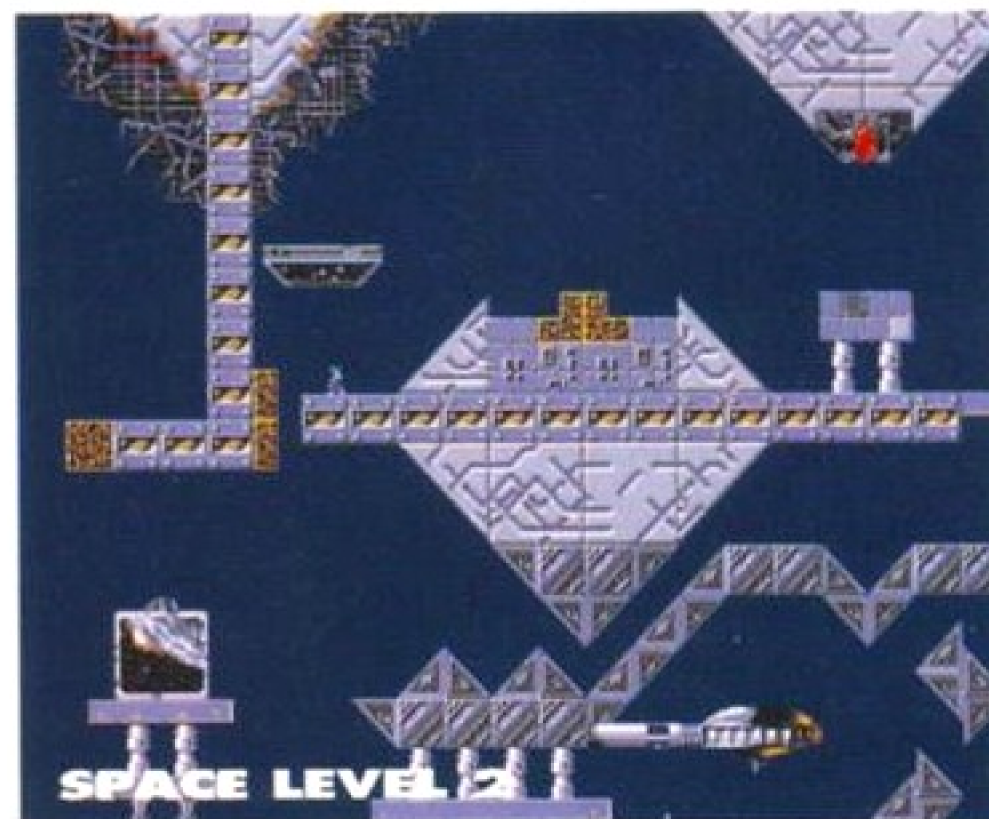

CLASSIC LEVEL 3

CLASSIC LEVEL 3: LEMTRIS

Here it is quite easy to get a few lemmings to the exit, but the skill lies in getting all of the lemmings out. There are many ways to do this: you may wish to send over some climbers to do most of the work, then let the other lemmings through later – but watch your time! Bashers are probably the most useful skill on this level, so choose the best places to use them, and don't waste them.

For a real challenge try to do this level without using any builders. Remember: climbers will drop and then turn around when they hit an overhang...


SHADOW LEVEL 2


SPACE LEVEL 2

SHADOW LEVEL 2: NITRAM THE HUGE

Remember that because twisters can be steered left and right with the fan, they can take away areas that just one digger or basher would not manage.

SPACE LEVEL 2: PERPETUAL MOTION

One way to complete this level is somehow to remove the removable ground from under a right-facing lemming (or from above a magno-booster). Do this by accurately timing an exploder, or by keeping two lemmings close together.

Note: magno-boosters are handy on this level.

HIGHLAND LEVEL 2: WEE BEASTIES

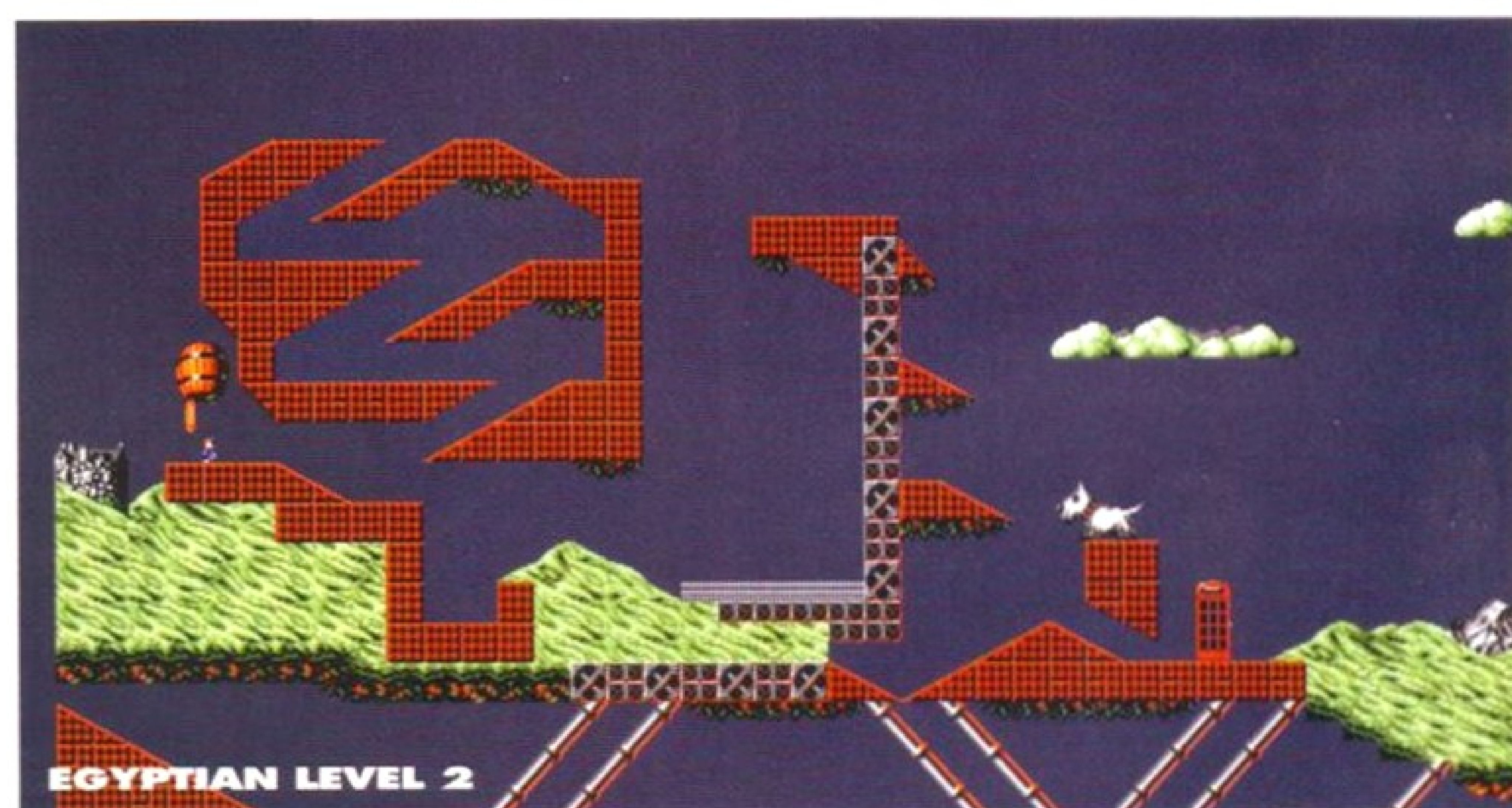
Here you need to get one lemming over to the right, then make a route for the other lemmings.

Handy tip: running jumpers jump high (and further) than walking jumpers. Also jumpers bounce off walls and turn around so this could be used to your advantage.

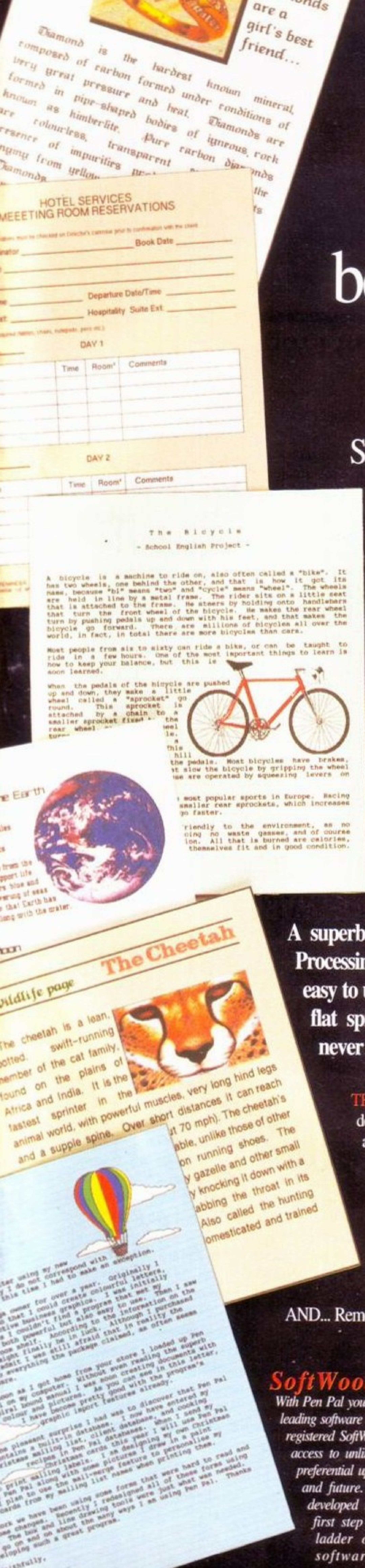
EGYPTIAN LEVEL 2: GLUED TO THE GOAL

This level needs to be done in parts, so make sure that all your lemmings are safe at all times. Be aware that glue pourers get maximum length out of their glue if you let them pour it off a tiny overhang such as a rectangular block.

Runners could be used here to quickly get to a point where something needs to be done, such as platforming over a gap, before other lemmings reach that point. This applies where you can't (or choose not to) use attractors.


EGYPTIAN LEVEL 2


EGYPTIAN LEVEL 2

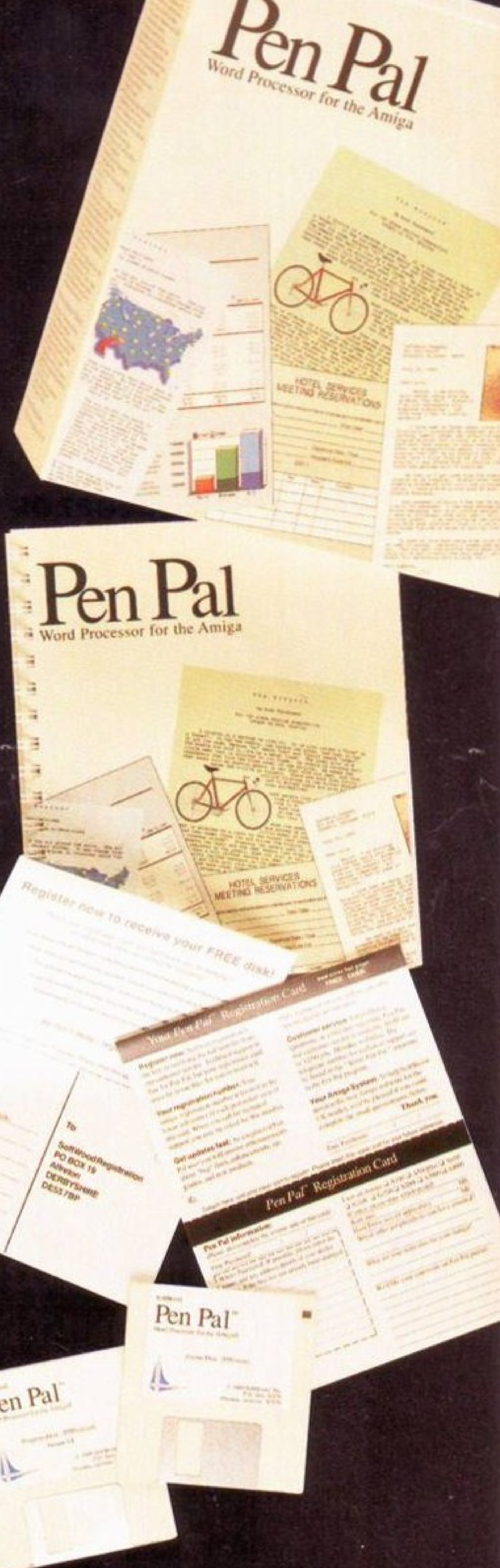


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The Chaos

Renegade ■ 071-481 9214
Reviewed AF45, FG90%

We've had lots of requests for help on *The Chaos Engine* – so imagine how pleased we were when the Bitmaps sent us these maps…





WORLD 1 LEVEL 2 – MUD RIVERS

■ Shoot the node to reveal the set of Silver Keys at 1. Collect them to create a bridge across the mud.

■ Collect the Gold Keys at 1 to make two bridges appear, enabling access to the small island with Gold Keys 2 on it. Note that the monster patrolling these keys can be shot from the safety of the main island. If you collect this set of keys, Gold Keys 3 will appear. These in turn will create a bridge immediately to the east of them, enabling you to enter the hidden area.

■ Pick up Silver Keys 2 to reveal the bridge to the west and enable access to the rest of the level.

■ You now have two choices. If you venture down the narrow bridge and collect Gold Keys 4, you must then retrace your steps and head northwards. If this is too hazardous, you can ignore Gold Keys 4 and continue around them to the south and east. By the time you have shot the node, the keys will have disappeared and so you will have to take the bottom route to the final island.

■ The only way to the exit the level is to shoot the last node which is down a pit towards the end. This node may be activated by throwing an appropriate special weapon (such as the Bomb) into the pit or collecting Gold Keys 5, which will complete the set of steps and thus allow the node to be shot.

WORLD 1 LEVEL 3 – RINGS

■ Here, again, you have a choice of routes. You may either continue due east in relative safety past the trees, or head south to follow a parallel route past the rock face. This route leads you past Gold Keys 1, which create a set of steps at point 3, enabling access to the top of the western side of the central ring.

■ As you approach the stick of dynamite at point 2 you will be surrounded by a mass of beetles. Collect the dynamite to kill them all off and to reveal a circle of gold rings.

■ Gold Keys 3, on the west side of the central ring, open a set of steps which lead up to the eastern half.

■ One of the rock pillars has a face on it. Shooting this will enable you to collect Silver Keys 1, which open the central ring. Once through the ring, Gold Keys 4 will shut down the Lizardmen generator.

■ To get out of the next section you must collect Silver Keys 3. These open the room which once contained Silver Keys 2, but by the time you get there, they will have disappeared. There is no way to get this set of keys. If you shoot the node in this room, Silver Keys 4 will appear in the ring of stones outside the door. They will both open the way forward, and reveal Gold Keys 5.

■ Gold Keys 5 open access to the secret area immediately to their west. Go all the way to the bottom of this area and collect Gold Keys 6.

To leave the next section you must obtain Silver Keys 5. Collect the gold ring which is to their north and west, causing them to disappear from the top of the wall and reappear within reach.

■ To reach exit A, you must first activate the node at point 6 – this will reveal a coin. Collect this coin and another will appear. After following this chain of coins, you will discover that the way to Silver Keys 6 is open. These create a set of steps up to the ledge and the exits.

■ There are two exits from this level (A&B), leading to two different start points in the next level.

WORLD 1 LEVEL 4 – THE ROCKIES

■ Collect Silver Keys 2 to remove the rock pillar which blocks access to the main section at point 1.

■ Collect Silver Keys 3 which reveal Silver Keys 4. These create the stairs at point 3 which enable access up to the central column. If you stand on the very top of this column you can shoot the node on the rock pillar to the east and this causes Silver Keys 5 to appear. These keys create at set of steps at point 4.

■ As you continue along the rock ledge a number of beetles will attack you. Collect the Bomb to shut down their generators.

■ When you pick up Silver Keys 6 another set of keys will appear just to the north. As you collect these, another set will appear, and so on, until you are led to the final set, Silver Keys 7, which create another set of keys up the steps immediately to their north.

■ The node at the bottom of the pit can be activated by firing an appropriate special weapon deep into the pit. If, however, you do not have such a weapon, you can collect the node activation token at point 5. This will attack the node but will also create a large number of Thumpers. Having activated this final node, you may now progress around the corner to the east towards the exit.

Engine



■ Just before the final section, the way is blocked by two large rocks. You may shoot and destroy either of them but not both (unless you are very quick). Gold Keys 4 are under the rock to the east which reveals a set of steps down to the secret room to the south.



WORLD 2 LEVEL 1 – MAZE

Entry Codes:

1 Player Mode

P#P2Q3YCHL35	Brigand	Navvie
X1MYGLS2ZLH8	Mercenary	Preacher

2 Player Mode

VH2S5G#C4VY3	Thug	Gentleman

■ There are a large number of hidden bonuses within the maze.

Collect Gold Keys 1 to create a set of steps at point 1, giving you access to Gold Keys 2 which will reveal lots of silver coins.

■ If you walk down the corridor at point 2, a weapon power-up will be revealed.

■ There are three metal pillars at point 5. Only one can be shot, so you can get either a First Aid Kit, a weapon Power-Up or an Extra Life looking left to right. It is possible to get more than one by hitting the pillars at exactly the same moment. In fact, it is possible to get all three with the correct weaponry.

■ There are two sets of gold keys at point 6. The set on the left reveals a lot of treasure and food, whereas the set on the right produces a lot of nasty monsters. You can only get one set, so get it right first time.

If you enter the room to the west of the maze by any of the three entrances, you will be sealed in. At this point the pillar in the centre of the room will start to change. If you shoot it whilst it is completely smooth it will blow up to reveal Silver Keys 1. These keys will release you from the room.

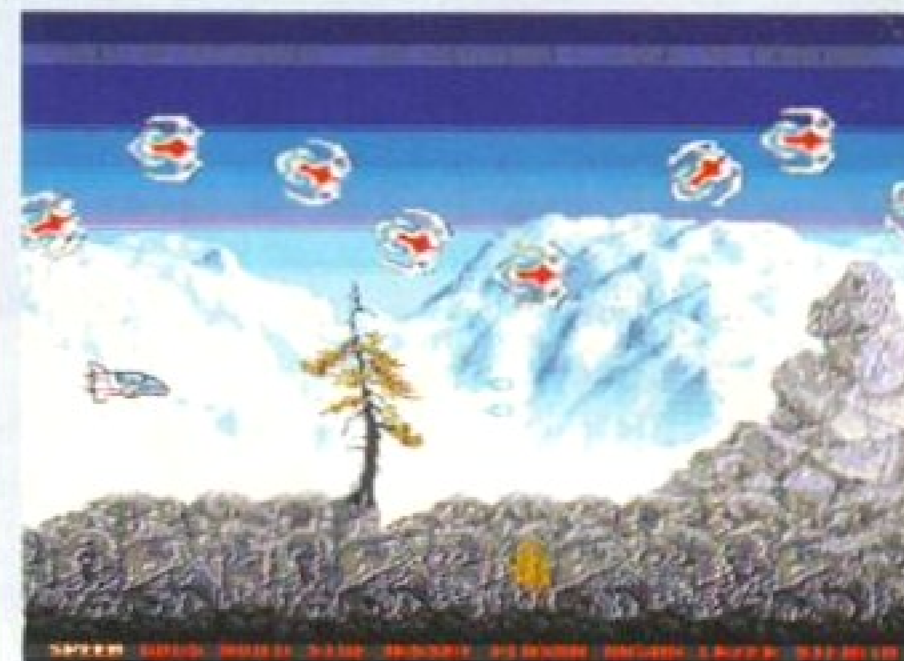
Continued overleaf

OH NO! IT'S THE PATHETIC TIPS!

Hmmm. Some distinctly strange tips for you here, readers. Some might say that the odd one might, just might, apply to cracked versions of the games in question. But I'm not that cynical, of course. Anyway, let's scrape the bottom of this month's tip bag...

Let's kick off with a distinctly awful tip for *Project-X* from Oli and Jeremy Paul of Cheadle. They write: "During play hold down fire and press the ESCAPE key to advance a level. This cheat can be used as many times as you need, on any level, and with any ship."

No it can't, I'm afraid. Team 17 didn't actually put any cheats into the game due to time and disk space constraints, so thumbs down for that one, I'm afraid.



There are no cheats for *Project-X*, because the programmers couldn't fit any in!

Derek Bretheton of Darwen and Garry Davis (ooh, Garry Davis, etc) of London have uncovered some very queer goings-on in the game *Body Blows*. They reckon that if you press the space-bar on the menu screen you will gain access to the cheat mode. Sorry chaps, but it doesn't work. Never did, never will. See the first GameBusters page for the real cheat.



OK, so this cheat doesn't work for *Body Blows*, but turn to Page 99 for one that does...

Winner of the Contrived Pathetic Tip Of The Month award for this month is David Arnholm of Stubbekobing in Denmark. He writes:

"Here's a tip for *Warnygog*. Type ABCDEFGHIJKLMNOPQRSTUVWXYZ (without spaces) on the title screen, and the monkey will transform into an apple and grant you eternal lives. By pressing T you will get 10 Rompder." Just a few questions, David: What monkey? What apple? What are 'Rompder'? And lastly, what on earth is *Warnygog*?

We're not going to print any more cheats of this type, readers, so don't bother sending them in. We're going to send Mr Arnholm an *AF* enamel pin badge, however, simply for his barefaced cheek! Another crop next month, (hopefully)...



■ The maze has three exits:

Silver Keys 2 will open access to the centre of the maze. This will enable you to shoot the node at the centre and exit over the walls up the middle.

Silver Keys 3 open the western exit of the maze at ground level.

Silver Keys 4 open the eastern exit of the maze at ground level.

If you have gone out of the maze, by the central route over the walls, you can collect Silver Keys 5 which allow you to exit that area.

■ All three routes converge at point 7. If you then move to the east, when you reach the exit you will be able to explore the area to the west along the narrow wall tops. This will give you some Special Powers and a Power-Up. If, however, you move to the west you will get the food which lies on the eastern walls near to the exit.

WORLD 2 LEVEL 2 – TRAPS

■ Silver Keys 1 open the door to the east. Silver Keys 2 open the door to the west. It is not possible to get both sets of keys.

■ The western route takes you into a sealed room where you must shoot the metal pillar at point 1. This opens a gap in the wall in the western side of the room. However, if the pillar is shot again, it will change to another shape and open the door to the room to the south, which contains Silver Keys 4.

These keys open access to the central rings of the level and allow you to switch to the eastern route. If you continue along the western route, you must then collect Silver Keys 5. These keys release the Beast which is guarding Silver Keys 6. When you finally kill this Beast and pick up Silver Keys 6 you will be allowed to exit this area and activate the node at the end of this route.

If this is the first node you have activated on this level, a crater will appear behind you and you will have no choice but to step into its middle and be teleported. If this is the second node you have activated, door A will open.

■ If you activated the node in the centre of the Maze in the previous level, the teleporting crater will send you back to the original start point of this level; if you did not, however, you will be sent to the beginning of the eastern route.

The eastern route from the start begins in the large room filled with Dust Devils. If you collect Silver Keys 3 you will have access to the central rings of the level and may thus switch to the western route.

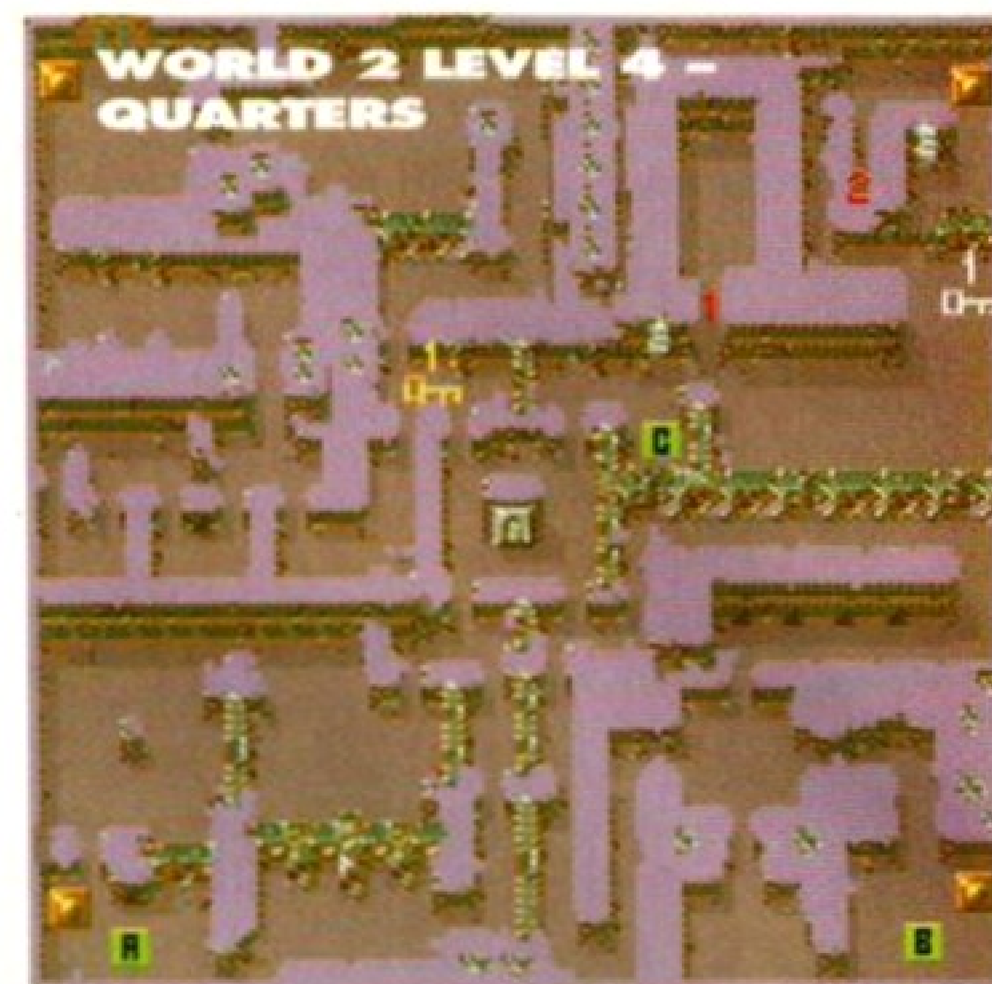
If you continue along eastern route you will eventually arrive at point 2, where you will be sealed into the room until you have killed all the Guards who are attacking you. You are then allowed out to the end of the route and may activate the node. Similarly, if this is the first node you have activated, a crater will appear, if however it is the second node you will be allowed out of door B.

If you are forced to go into the crater, you will either be sent back the original start point or to the beginning of the western route depending on whether you activated the node in the centre of the Maze.

If you are sent back the original start point of the level by either of the teleporting craters, Silver Keys 7 will have appeared and these will reveal the set of steps up on to the central walls of the level. You can then activate the final node and leave the level by going out of exit C.

WORLD 2 LEVEL 3 – STEAM

■ If you begin at start B, you must collect the gold rings, shoot the Firemen and activate the nodes to form a complete circle of marks around point 1. When you have complete the circle, a crater will appear at point 1 which will teleport you to start A.



■ If you begin at start C you must shoot all the nodes along the corridor to open the pipe grating at point 2. If you enter the pipe you will then be teleported to start A.

■ From start A you must collect Silver Keys 1 which complete the parallel set of steps and allow you to continue into the level.

When you leave the area of the steam jets, note that the pipe carrying the steam blows up and all the steam jets stop. This gives a vital clue as to how you can leave the next area. The steam jet at point 3 must be extinguished before you can progress. Shoot the feed pipe directly to the north to turn it off.

■ To reveal Silver Keys 2, you must activate the node which is round the corner to the west. This will generate a number of monsters, including a sewer monster. You must catch up with him and kill him to reveal the keys.

WORLD 2 LEVEL 4 – QUARTERS

■ As the name of this level suggests, level 4 is divided into quarters. Each quarter has both an entrance-way and an exit-way.

■ If you begin this level at Start C you may explore the whole level.

■ Silver Keys 1 open the north-western quarter so that you are able to activate the node and continue on your way.

■ Gold Keys 1 destroy the Steam Jet so that you may pass safely through the entrance to the north-western quarter.



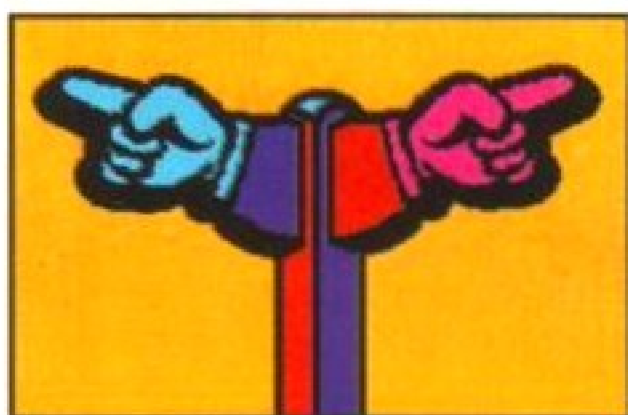
CHARLIE CHIMP

Available on *Amiga Format* Coverdisk 46.

You know things are getting strange when someone sends in a cheat for a game which you have just featured on a Coverdisk, and which you didn't even know about! Exactly that has happened with *Charlie Chimp*, featured on last month's issue.

Basically, all you need to do is hold down the right-hand mouse button while you're loading the game, and a message will appear saying 'Cheat mode active.'

Thanks to C Baker from Southampton for that one – a badge is on its way to you.



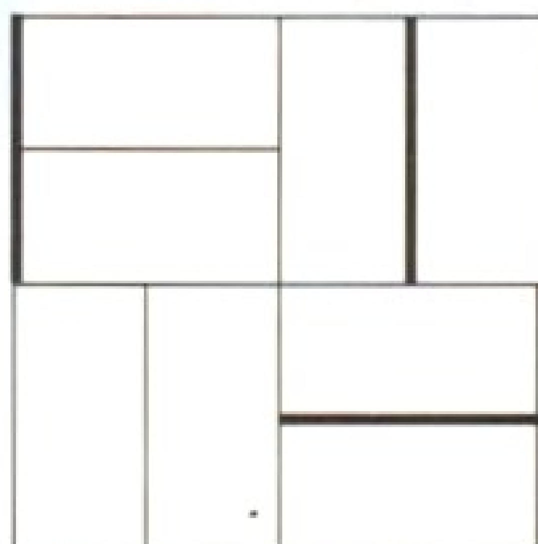
Helping Hand

Aha, I believe you're having problems with your Amiga game. Well, you've turned to the right page, because this is where **Andy Nuttall** attempts to solve all the world's ills (or at least the ones involving sprites, adventures and RPGs). Read on…

CAPTURED AGAIN

A couple of years ago you printed a cheat for *Captive*. I have recently started playing it again, but with the cheat was a clipboard that you couldn't find because it was hidden behind the obstacle it was meant to remove. Please could you print the clipboard again, as I am stuck on that level (Galaxy 2, base 3).

S A Tatum
Gosport



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It's not a cheat, really, because without the clipboard you can't complete the game! Anyway, here it is in all it's glory…

Use this clipboard to get through that nasty bit of *Captive*.

THERE BE DRAGONS

Is there a cheat for infinite lives on *Dragon Breed*?

Colin Edwards
Putson



Not one, but two tips for *Dragon Breed*. Holding down three buttons could bring you infinite lives…

Yep, there sure is! Hold down the left mouse button, Delete and Help while waiting for a level to load, then the screen will flash and any key will skip levels.

Also, pause the game and type IREM for infinite lives, and N to skip levels.

MUTANT WALES

I have been the proud owner of *Scary Mutant Space Aliens From Mars* for two years, but I am now quite frustrated having reached the Spaceship Bridge, and I don't know what to do next. I've tried everything, but I can't get the spaceship to take off – even though I've accessed the computer using the code X36MZZ4E. Is the engine broken? Help!

Gordon Hayes
Pontyclun

Unfortunately, I can't help – but somebody might. Write in if you know the answer to Mr Hayes' problem.

MYTH OR MAGIC?

Help! We are having trouble with *Myth* by System 3. We can get to the Chambers of Anubis, and find Anubis with Atum's eye, but we can't get past him.

D Brake and L McKenna
Scotland



If you can't get past the Egyptian god Anubis, then use the Ankh symbol to good effect…

You need to stand to the right of the Ankh symbol, select the Eye, and then press fire. Edge forward until you make contact with Anubis. Remember to recharge yourself using the Ankh.

Now you must rearrange the jars into the correct order to get to Tut's tomb. Keep an eye on the flame, and you will see some jars appearing. Arrange the jars in the order they appear.

STUCK ROCK

I'm a 60-year-old madwoman hooked on *Secret of Monkey Island*, and I'm stuck. I've read the solution in ***AF***42, and I've gone to the footholds across the river, pushed the rock over the edge, then pulled the primitive artifact twice. Then I click on Push, but no rock is highlighted! I then go up to the next level and shove the small rock off the edge, but it doesn't knock any bananas off. Aaaagh!

Audrey Burnham
Helston

Well, it's kind of tricky, but here's what you do in detail: Talk to Herman, pick up the banana, then walk to the jungle. Click on the small grey dot and you'll find a monkey. Give him the bananas. Walk to the jungle, and then to the top of the screen. Go to the fork in the river, get the rock and read the note.

Look at the rock, climb the handholds, then pull the artifact twice. Climb the second set of handholds, talk to Herman, and tell him that it's a nice view. Push the rock, and it will fall and hit the banana tree. If it doesn't, pick up another rock from the pile, adjust the device, then try again. OK, go for it!



This is actually a different part of *Monkey Island* than the one in question, but you get the general idea…

SKIP TO MY LEANDER

I have worked my way through *Leander*, but I still can't kill the end boss. Do you have any tips or cheats?

Adam Newsome
Sheffield

Here's Alex Barley to the rescue. He reckons you should enter LUCY as a password to put real heart into the game, or enter LTUS and ESPR as passwords to toggle invulnerability. Pause the game with F8, then use F6 and fire simultaneously to skip levels.

HAMMER TIME

I can't get past level 25 on *PP Hammer*. The last key I need seems impossible to get – I hope you can help!

S DeRose
Charlton

I can't help you get the key, but you can quickly whisk yourself to level 26 by entering your name as HAMMER and then using the code SDAGERIR. Good luck!

TAKE A TIP!

OK, here's the deal. You send in all your questions about games to Helping Hand, and we'll do our best to find the answer. If we can't help, there's always someone out there who can – after all, you are asking over 144,000 people for tips! So write to us!

If you're stuck on a particular game or have a solution to a letter printed in the magazine, then write it down and send it in to us at HELPING HAND Amiga Format, 30 Monmouth Street, Bath BA1 2BW.

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Get AMOS for cheap

The tutorial on this page is designed to help you get the most from the programming language *AMOS*. If you don't have *AMOS*, but would like to have a go at programming your Amiga, you're in luck, because *Amiga Format* featured the complete *AMOS* program on the January 1993 Coverdisk. Now, if you didn't buy that issue, we'll give you one more chance to get your hands on the truly spectacular *AMOS* language. Turn now to Page 152 and order your copy now.



This is the sample bank maker from *Easy AMOS*. To be honest, I prefer this version to the one on the full *AMOS* disk. That's because this one is easier to use. However, you can swap different sample banks between the two programs – they are compatible with each other.

Getting the most from your AMOS COVERDISK

In this continuing series on AMOS here's the second instalment to last month's *BugHunt* shoot-em-up – *BugHunt 2: The Return of the Bughunter.*

WELCOME BACK. LAST month we showed you how to put together everything you learned about *AMOS* into a workable game idea. The plan was very simple – to make a game where you can control a sprite which shoots at other sprites, and both your sprite and the aliens can explode. This month you will be adding some enhancements to the basic design, like music, more sound effects, a high-score table and rainbow-coloured copper bar routines.

Once you have a basic game design down on paper and a working version on your Amiga, the next step is to jazz it up to make it more enjoyable to play. Adding music is an obvious one, since this sets the scene and gives the player an idea of what to expect from the game. Having only a few sound effects means that the player hears the same effects over and over again very quickly, so the ear soon gets bored.

Interesting effects pep the game up and keep the player on his toes. If he hears a voice say 'GET READY' at the start he will be galvanised into action. If the screen goes blank for a few seconds, the player might well drop off to sleep.

Similarly if all the graphics are 16-colour, the eye might take it to mean that the graphics aren't going to be that splendid. Whereas if you throw in the odd rainbow or two, this gives the eye plenty to feast on when something boring is happening.

But you have to strike a balance. Even if you're compiling your *AMOS* program, you will still have to make concessions to speed and timing. Testing a game for timing is all important, and if your game runs slowly this will detract from the enjoyment you or others will get from playing it. Although it's possible to write slick and professional-looking games with *AMOS*, it's not a miracle cure for bad programming, and you will have to make the effort to test and re-test your program until you finally get it right.

For example, although rainbows are very hot to look at, they are very memory and processor hungry. Trying to animate a number of aliens over a rainbow background will slow them down. There is nothing you can do about this because it's a fact of computer life. Do something complex and everything slows down. It's the same with music. Music tracks slow down the action, so restrict them to title sequences or segues (small graphics shots between game elements).

Fixing the hunt

Right, back to *BugHunt*. Most of the alterations to the original code we showed you last month will be cosmetic tweaks to the way the game looks and sounds. To feel the benefit of these changes you will have to load some files from the Coverdisk. Some files are also needed from last month's Coverdisk.

1) In order to load these various files - you will need to swap between the different Coverdisks - go to Direct mode (press the Esc key) and type:

```
Dir$="Coverdisk46:Amos_Material"
Load IFF "TITLE.IFF",0
Spack 0 To 6
Load "Sprites.abk",1
Dir$="Coverdisk47:Amos_Material"
Load "samples.abk",5
Track Load "df0:Amos_Material/
mod.jackinapop93",3
```

2) You will notice that the music file is a tracker module created using *ProTracker*, which is one of the better tracker programs. Some other trackers are good for making music with *AMOS*, but *ProTracker* has proved to be the favourite of *AMOS* organisations like The *AMOS* Club, simply because it causes fewer problems with timing and other tracker-type screw-ups.

Incidentally, if you run an older version of *AMOS* on an A1200 you will find that the timing of tracker modules suffers a lot. This is not a bug in *AMOS*, but a problem with how tracker modules are made. On a normal 68000-based Amiga the timing will be fine, but on an A1200 – because it is run on a 68020 – the timing will be off.

Anyway, the tracker module is played in our program using the following code:

```
Track Loop On
Track Play 3
```

The music is quite a shortish loop, but it has enough variety to keep the listener interested for a few seconds. Music tracks are fairly big, so take up lots of room in your programs. Make them as small as you can, to produce a longish piece of music that is economical in memory. Make the number of instruments small and use them cleverly.

3) Immediately after that, we've added a command to read the fire-button, doing away with the messy 'Press A Key' prompt, so when the music is playing and the title screen is on you don't have to take your hand off the fire-button to press a key. This is best for all

Continued overleaf

That listing in full

```
Rem ** BugHunt2.AMOS **
Rem ** ©1993 Amiga Format **
Rem
Hide : Curs Off : Flash Off
Unpack 6 To 0
Dim ALIEN(5)
For I=1 To 5 : Sam Play 15,1,20000 : Wait 5 : Next I
Wait 25
Track Loop On
Track Play 3
Repeat
Until Joy(1)
Track Stop
Flash Off
Screen Open 1,320,200,16,Lowres
Double Buffer
Get Sprite Palette
SCORE=0
'
NEWGAME:
HISCORE
Wait 200
Rainbow Del 0 : View
Cls 0
LIVES=3 : BUGS=5 : SX=50 : SY=100 : AX=320 :
AY=30
MISSFLAG=0 : SHIPFLAG=0 : ALIENFLAG=0
Curs Off
Cls 0
Locate 15,10 : Paper 0 : Print "Score: ";SCORE
Wait 100
Cls 0
Ink 15
For Z=1 To 50
Plot Rnd(320),Rnd(200)
Next Z
For Z=1 To 5
ALIEN(Z)=0
Next Z
Repeat
If Jleft(1) and SX>30 Then SX=SX-2
If Jright(1) and SX<320 Then SX=SX+2
If Jup(1) and SY>0 Then SY=SY-2
If Jdown(1) and SY<199 Then SY=SY+2
Bob 1,SX,SY,1
If SHIPFLAG=1 Then Bob Off 1 : SX=50 : SY=100
Wait Vbl
For J=1 To 5
If ALIEN(J)=1 Then Goto SKIP
Bob J+2,AX,AY+SPACE,3
SKIP:
SPACE=SPACE+30
If SPACE>120 Then SPACE=0
Next J
AX=AX-2
If AX=-30 Then ALIENFLAG=0
If AX=-30 Then SHIPFLAG=0
If AX=-30 Then AX=320
If Fire(1) and MISSFLAG=0 Then Sam Play 1 :
MISSFLAG=1 : Bob 2,SX,SY,2 : MX=SX : MY=SY
If MISSFLAG=1 Then Add MX,5 : Bob 2,MX,MY,2
: If MX>SX+100 Then Bob Off 2 : MISSFLAG=0
If Bob Col(1,3 To 7) and SHIPFLAG=0 Then Gosub
_BOOM
If Bob Col(2,3 To 7) and ALIENFLAG=0 Then
Gosub _ABOOM
Until LIVES=0 or BUGS=0
Wait 25
Sam Play 3
Wait 50
Sam Play 15,1,1500
Wait 100
For Z=1 To 7
Bob Off Z
Next Z
Goto NEWGAME
'
_BOOM:
Boom
SHIPFLAG=1
Bob 1,SX,SY,4
Wait 10
LIVES=LIVES-1
Return
'
_ABOOM:
Sam Play 2
ALIENFLAG=1
Bob Off 2
D=0
For A=3 To 7
If Col(A) Then D=A
Next A
If D=3 Then _OFFSET=0
If D=4 Then _OFFSET=30
If D=5 Then _OFFSET=60
If D=6 Then _OFFSET=90
If D=7 Then _OFFSET=120
Bob D,AX,AY+_OFFSET,4
ALIEN(D-2)=1
Wait 10
Bob Off D
BUGS=BUGS-1
SCORE=SCORE+100
Return
'
Procedure HISCORE
Cls 0 : Curs Off : Cls 0 : Hide
NAME1$="Amiga Format" : SCORE1=2500
SCORE2=2000
SCORE3=1500
SCORE4=1000
SCORE5=500
Set Rainbow 0,1,280,"","",""
Rainbow 0,0,0,280
Colour Back 0
Restore _RAINBDATA
For C=0 To 98 : Read CVA : Rain(0,C)=CVA
Next C : View
Cls 0
Pen 1 : Paper 0 : Locate 0,0 : Centre "Today's Hi
Scores"
Locate 0,3 : Print NAME1$;"...............";SCORE1
Locate 0,4 : Print NAME1$;"...............";SCORE2
Locate 0,5 : Print NAME1$;"...............";SCORE3
Locate 0,6 : Print NAME1$;"...............";SCORE4
Locate 0,7 : Print NAME1$;"...............";SCORE5
_RAINBDATA:
Data $FFF
Data
$EEE,$DDD,$CCC,$BBB,$AAA,$999,$888,$777
Data $666,$555,$444,$333,$222,$300,$200,$300
Data $400,$500,$600,$700,$800,$900,$A00,$B00
Data $C00,$D00,$E00,$F00,$F00,$E00,$D00,$C00
Data $B00,$A00,$900,$800,$700,$600,$500,$400
Data $300,$200
Data $330,$440,$550,$660,$770,$880,$990,$AA0
Data
$BB0,$CC0,$DD0,$EE0,$FF0,$FF0,$EE0,$DD0
Data $CC0,$BB0,$AA0,$990,$880,$770,$660,$550
Data $440,$330,$220,$101,$202,$303,$404,$505
Data $606,$707,$808,$909,$A0A,$B0B,$C0C,$D0D
Data
$E0E,$F0F,$F0F,$E0E,$D0D,$C0C,$B0B,$A0A
Data $909,$808,$707,$606,$505,$404,$303,$202
End Proc
```

As you type in lines to load graphics and sound, the Coverdisks must be swapped.

programs which use the joystick and use as few keyboard commands as possible.

You might like to make it so that if the player is using a mouse, the mouse key is also read, but for the purposes of this demo we've not done that. We covered this in ***AF*45** so check back and use the code there if you want to add this function.

The button is read using the JOY command, which is stuck in a little REPEAT UNTIL loop. When the joystick button is pressed, the program continues:

```
Repeat
Until Joy(1)
Track Stop
```

4) Once the button has been pressed the music is stopped, and the game starts.

On the next line, access a procedure that is called HISCORE, which is a nice high-score table (actually it's just there to show off the rainbow in this example) which is text through which you can see a copper bar rainbow. The procedure is called simply by using the name of the procedure, rather than the more long-winded version.

```
HISCORE
Wait 200
Rainbow Del 0 : View
Cls 0
```

5) When the computer has given you enough time to see the scores, it waits 200 clicks, it deletes the rainbow and clears the screen. Rainbow Del is an undocumented command, at least it isn't in the manual anyway. The screen is cleared of anything left lying around.

Remember, you can't have too many CLS in a program, especially if you're printing stuff to the screen a lot. Sometimes a command will print something to the screen, but forgetting that certain commands like LOCATE ignore the current text pointer there. So unless you clean up properly after a print, you will start further down the screen than you thought, which is worth bearing in mind.

6) When an alien is hit, instead of playing the same explosion as the ship, we have inserted another sound sample saying 'DIE!', just to get your blood up! This is played and then a small delay is put in so you get to hear the whole sample before the program moves on.

```
Sam Play 3
Wait 50
```

And when the program reaches the end of each game, when all of the bugs have been hunted or the ship is destroyed three times, then you hear a spooky computer voice say 'GAME OVER'. This is another new sample in the sample bank and is triggered with the code:

```
Sam Play 2
```

Which brings us to the procedure which creates the rainbow-coloured high-score table. It's all very simple. **7)** First we set it up:

```
Procedure HISCORE
Cls 0 : Curs Off : Cls 0 : Hide
NAME1$="Amiga Format" : SCORE1=2500
SCORE2=2000
SCORE3=1500
SCORE4=1000
SCORE5=500
```

All the variables are assigned and the text is formatted on the screen. That's the easy part. Now we have to define a rainbow, which we first have to SET with the required amount of lines and the number of the rainbow, in this case RAINBOW 0:

```
Set Rainbow 0,1,280,"","",""
Rainbow 0,0,0,280
```



This month's *Bughunt* looks just like last month's. The difference is purely in how the game sounds.

TECH HELP

Additional software support is available from the *AMOS* Club, 1 Lower Moor, Whiddon Valley, Barnstaple, North Devon EX32 8NW. Send them your name and address, and £12 per year (£15 overseas) and you will get six issues of the newsletter full of *AMOS* hints and tips. There's also a technical help phone number you can call to help you with any problems you have with your *AMOS* programs. Club members also get discounts on *AMOS* software, such as Shadow Software's *CText* and *SpriteX*. If you want to read more about *AMOS*, the manual and examples disk is available from our mail order department (Page 150) a snip at £13.95. You don't have *AMOS*? Well, how about buying a back issue (Page 152) of *Amiga Format* 42 with *AMOS* free on the cover?



This is Auditio, my personal favourite commercial sample editing package. There are many other programs, usually bundled with hardware sound samplers for recording your own sounds from a microphone, tape or CD player.

```
Colour Back 0
Restore _RAINBDATA
```

The RESTORE command means that the READ/DATA statement will not run out of data when the rainbow is read over again. (Once a READ and DATA statement has gone through once it will otherwise look for more data.) The Rainbow is triggered using the RAINBOW command above and the data is read into it using the following loop:

```
For C=0 To 98 : Read CVA :
Rain(0,C)=CVA
Next C : View
```

8) The View command updates the display with the changes made during the set-up of the Rainbow. Next print the text on the screen and *voilà*! You have a high-score table containing rainbow-coloured lettering.

```
Cls 0
Pen 1 : Paper 0 : Centre "Today's Hi
Scores"
Locate 0,3 : Print
NAME1$;"...............";SCORE1
Locate 0,4 : Print
NAME1$;"...............";SCORE2
Locate 0,5 : Print
NAME1$;"...............";SCORE3
Locate 0,6 : Print
NAME1$;"...............";SCORE4
Locate 0,7 : Print
NAME1$;"...............";SCORE5
```

The Data statement at the end contains all the colours of the rainbow, in hex, with a component for red, green and blue elements of the colours. You will notice that they are all in sequence so the colours smoothly change from one shade to the next:

```
_RAINBDATA:
Data $FFF
Data
$EEE,$DDD,$CCC,$BBB,$AAA,$999,$888,$777
Data
$666,$555,$444,$333,$222,$300,$200,$300
Data
$400,$500,$600,$700,$800,$900,$A00,$B00
Data
$C00,$D00,$E00,$F00,$F00,$E00,$D00,$C00
Data
$B00,$A00,$900,$800,$700,$600,$500,$400
Data $300,$200
Data
$330,$440,$550,$660,$770,$880,$990,$AA0
Data
$BB0,$CC0,$DD0,$EE0,$FF0,$FF0,$EE0,$DD0
Data
$CC0,$BB0,$AA0,$990,$880,$770,$660,$550
Data
$440,$330,$220,$101,$202,$303,$404,$505
Data
$606,$707,$808,$909,$A0A,$B0B,$C0C,$D0D
Data
$E0E,$F0F,$F0F,$E0E,$D0D,$C0C,$B0B,$A0A
Data
$909,$808,$707,$606,$505,$404,$303,$202
End Proc
```

So if the first digit is red, the second blue and the third green, then $F00 is full red, $0F0 is full blue and $00F is green. The way colour mixing works on a computer is such that if you add equal numbers of the other two colours to a shade of one colour, it will lighten it. So to lighten a red colour you would add to the green and blue elements, like so:

```
$F00 = red
$F55 = lighter red
$FAA = very pale pink
```

and so on. To darken a colour you simply reduce the amount of the element of that colour so keeping our example of red:

```
$F00 = red
$A00 = dark red
$500 = very dark red
```

This is just like the colour sliders on your *DPaint* program, and indeed any other program which uses colour on the Amiga. And that's it for this month.

ANY QUESTIONS?

Then send them into:
***AMOS* Answers**
Amiga Format
30 Monmouth Street
Bath, Avon BA1 2BW.

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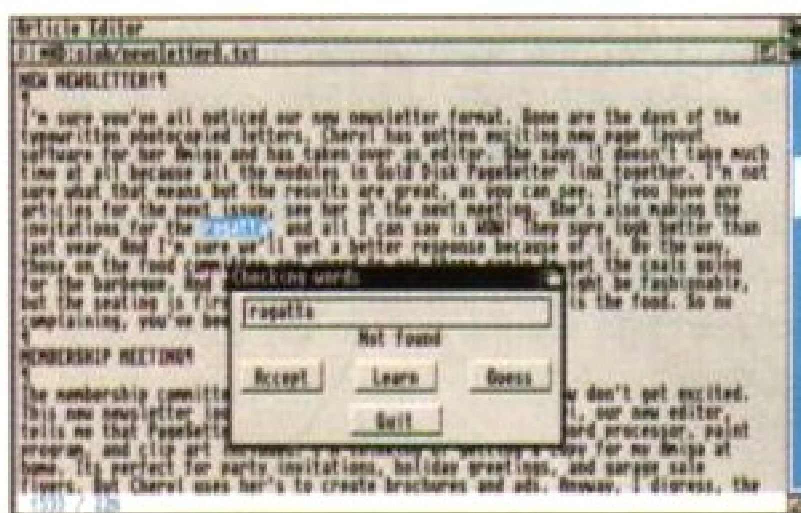
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Simply enough, that's because a) we know what we're talking about, and b) we're honest. We know what you want, because we're Amiga enthusiasts ourselves. And because we're Amiga experts, we test everything to the full and see how it performs.

We don't review anything 'on-site' and we won't review it if it isn't finished just so we can claim an 'exclusive'. If a product is let down by poor features, if it's difficult to use or if it's overpriced, we'll tell you. But on the other hand, if it's well worth the price, or does something amazing, we'll make you aware of the fact – and look out for the *Amiga Format* Gold award that distinguishes a truly excellent product, one that really stands out from the crowd.

How the Rating System Works

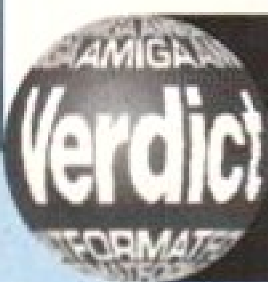
SPEED (marked out of 5) ●●●●●
Tremendously important for both hardware and software; there's nothing more annoying than waiting. A purely intuitive judgement.

DOCUMENTATION (out of 5) ●●●●●
Although there are some packages that are so simple that no manual is needed, complex items benefit hugely from a good explanation.

ACCESSIBILITY (out of 5) ●●●●●
The targets for all good products should be power and simplicity. This rating assesses how easy it is to get to grips with the item.

FEATURES (out of 5) ●●●●●
Does it do what you want it to do? How well does it do it? And does it also do lots of other things that you'd never have thought of?

VALUE (out of 5) ●●●●●
A pretty important rating, this one; if a product does everything you could wish for, it's no use to you unless you can afford to buy it.



The Verdict, our at-a-glance overall rating, is a percentage: it's based on sheer quality, but with price taken into account ,so that you know what kind of a deal you get.

Let's get 'serious'!

Are you sitting comfortably? **Richard Baguley** takes you by the hand and guides you through the batch of products we've lined up for review in these pages...

It's here: the machine Commodore claim bridges the price and power gap between the A1200 and the A4000/040. Test driving the new A4000/030 is **Richard Baguley**.

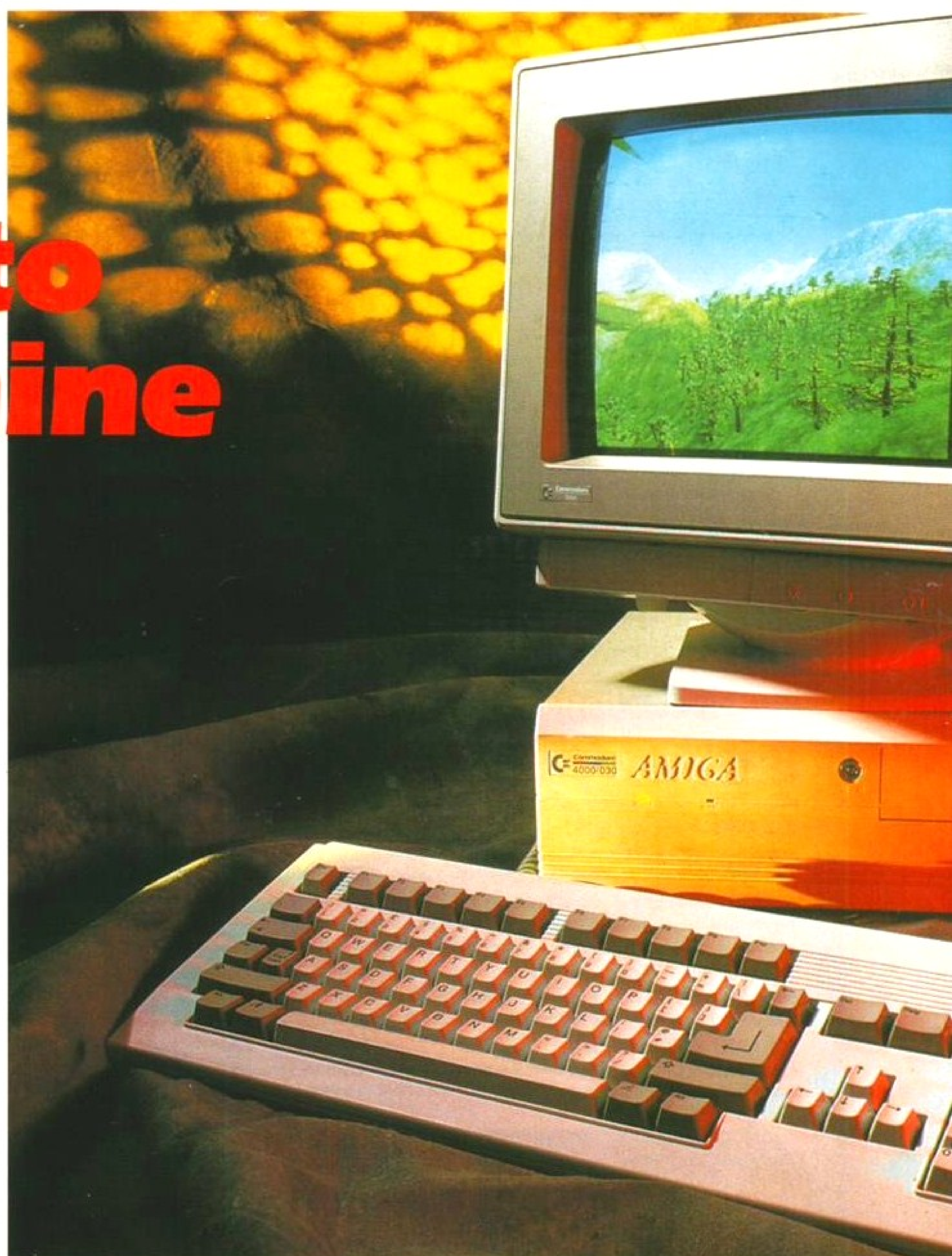
Welcome to the Machine

A4000/030 ■ £999 (80Mb Hard disk)

A4000/030 ■ £1,080 (120Mb Hard disk)

Commodore ■ 0628 770088

Review model supplied by **Micro-Pace UK Ltd** 0753 551888



Those of you who read our feature on the A4000/040 in issue 41 may be forgiven for thinking that we've reused the old picture. But if you look closely at the front, you will see that the text below the logo has changed. And that's about it in the change department, I'm afraid...

THE MAIN CRITICISM of the A4000/040 since its release in late 1992 has been its price, in comparison with other models in the range. The price tag (around £2,100) is a little steep, despite the performance benefits that it brings the user. Next comes the 1200 (£399); this is easier on the pocket, but restrictive in terms of the applications it can competently handle.

The arrival of the A4000/030 represents something of a compromise. It's based on a 680EC30 CPU, with space on the processor board for fitting a maths co-processor. There's no memory management unit (MMU) on the 4000/030, but since very little software uses this it is not a major disadvantage. The maths co-processor can run at a different speed to the CPU, so you could have a 50Mhz 68882 chip installed. As sold, the machine comes with 4Mb of memory (2Mb of which is chip memory) and the new AGA chip set.

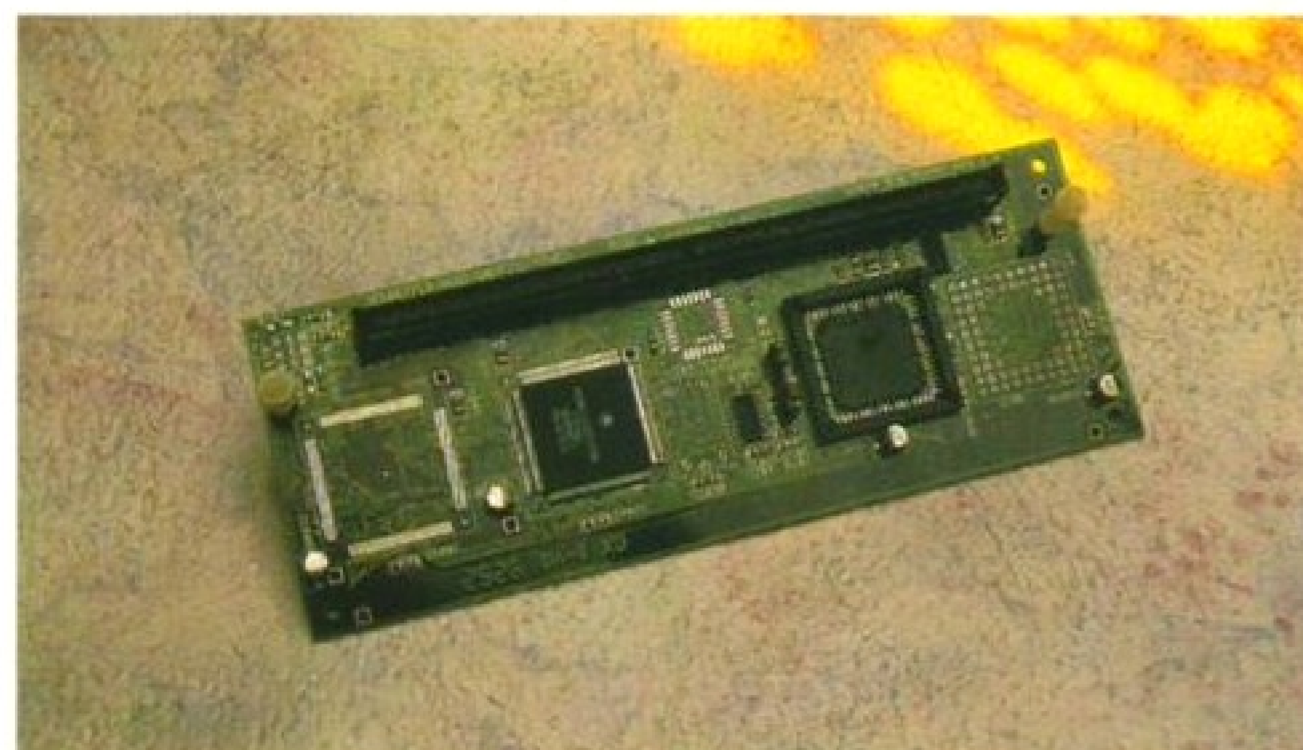
If you read our review of the A4000/040 (*AF*41), you'll find there are many similarities between it and the new A4000/030. In fact, they are identical, right down to the motherboard layout and expansion options – for the processor card and the badge on the front.

But if you've never seen a 4000 series machine, here's a quick guided tour of the A4000/030. Its technical wizardry is contained in a case which looks rather like a PC. The frontage is plastic, but the top cover is made of sheet metal, and easily takes the weight of a monitor – even a heavy duty Commodore 1960. This is fixed to the rest of the case by two screws at the back, one of which is covered by a guarantee sticker. This is here to ensure that the machine you bring back from the dealer hasn't been tampered with.

If you're planning to put any expansion cards in your machine, you'll need to break this. A note of caution here. If the machine then fails to work, your warranty will be invalidated. However, if Commodore are satisfied that the machine has failed for another reason, the warranty will still be good.

WHERE'S THE DSP?

It's rather disappointing to see that the digital signal processing (DSP) chip still isn't included in the machine. Commodore are unlikely to release a DSP upgrade in the near future, although sources within the industry expect an announcement within the next few months concerning an upgrade for the A4000 and A1200.



The heart of the beast is the processor card, which holds the 680EC30 CPU and the optional 68882 co-processor. The three sockets are for the different varieties of co-processor available.

I WANT IT ALL AND I WANT IT NOW!

Although a 68030 chip and maths co-processor will be adequate for most people, some will want the extra power that upgrading to a 68040 CPU would give. And that is the beauty of the A4000; its modular design means that upgrading is just a question of taking out the processor board and slotting in the new one.

Although Commodore have no plans to make the processor board used in the A4000/040 available as a separate item, the company have released the relevant technical information about its usage to registered developers, should they wish to take the initiative. One organisation, GVP, have stated that they will be developing products for the A4000, and are looking at how to make use of the processor slot.

It is expected that 68060 CPU version of the A4000 will be the next addition to the range, although this is unlikely to appear until late 1994.



At the rear of the case there are serial, parallel, external floppy, keyboard and video ports. Unlike the A3000, there is only one of these, as the flicker fixer built into the super Amber chip is controlled by Workbench.

To expand on the motherboard requires the use of 32-bit Single In-line Memory Modules (SIMMs), which are currently extremely expensive. However, since this standard is becoming widespread, prices will be lowering soon. The memory can be expanded to 4Mb by the use of 1Mb SIMMs, or 16Mb if 4Mb SIMMs are used, and further via the use of memory cards in one of the Zorro slots.

Only one floppy drive is fitted, although there is space for fitting an extra (half height) 3.5-inch drive, and a full height 5.25-inch. The latter could also be used for fitting a CD-ROM drive, or even a tape streamer. Plugs for supplying all of these devices, as well as another internal hard drive, are present on the internal 200 Watt power supply. The floppy drive fitted is a high density model, which means that you can fit up to 1.76Mb on a high density disk formatted in Amiga mode, or 1.44Mb on a HD PC disk. Of course, you do need special disks to be able to do this, which have to be of better quality than the normal double density ones. These are distinguished by an extra hole on the left hand side of the disk. This is extremely useful for transferring large files between an Amiga and a PC, and in our tests, the A4000/030 had no problem reading data from high density disks formatted on a PC.

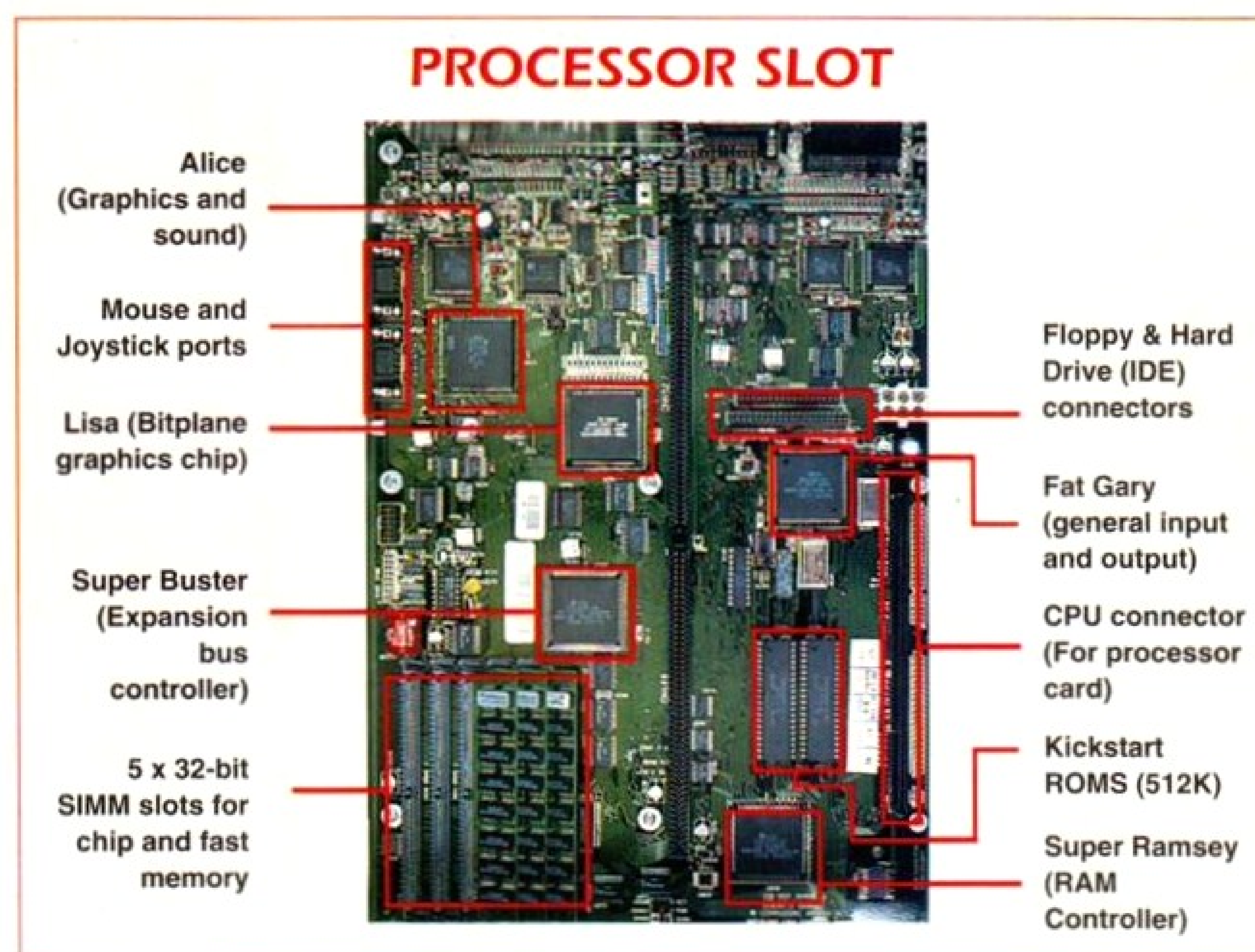
The bundled hard disk has either 80Mb or 120Mb, and uses the Integrated Drive Electronics (IDE) standard as opposed to the faster, more flexible Small Computer Systems Interface (SCSI) standard. The reason for using IDE is to keep the price of the machine down, and the slight reduction in speed should not hinder performance to any great extent. Commodore have already said that an add-on SCSI card will be available soon, and you can expect to see other manufacturers producing their own models over the next few months.

The IDE standard allows two drives to be connected, and the cabling is built with this in mind. The hard drive bracket has space for another disk to be fitted, which can be done using the *HDToolbox* software supplied.

Further expansion is possible via the four Zorro III slots, which are located on a daughterboard inside the machine. Cards which use the Zorro III interface are comparatively rare at present, though new ones are beginning to appear. Zorro II cards (designed for use in the A1500 and A2000) can also be used in these slots. There's a video slot, for housing devices such as the OpalVision 24-bit graphics card, and there are three PC slots. These can be used in combination with a Commodore bridgeboard or the Golden Gate 486 board.

The manual for the 4000 series is comprehensive, but it is a little daunting to get through. Details of the 68030 processor card are given in an addendum manual, which gives information on fitting a co-processor, and setting the various jumpers on the board.

The A4000/030 is not as powerful as its big brother, but it is expandable in almost every direction. This versatility guarantees you will get a longer lifespan out of the 030 than you would from any of its contemporaries. If you're looking for a machine that can act as the platform for some seriously powerful and professional Amiga computing, at an affordable price, this is the one for you.



FACTS AND FIGURES

The following table shows how the A500, A1200, A4000/030 and A4000/040 compare in terms of speed. All of the figures are for machines with no peripherals or extra memory attached, and using the versions of the software most relevant to the configuration. For instance, the *DPaint IV* test was carried out using the AGA version on the A1200 and A4000, and the non-AGA version on the A500.

	MIPS [1]	DPaint IV [2] Fill	Real 3D [3]	Relative [4] Speed
A500	0.57	60	N/T	1
A1200	2.98	43	52	4.88
A4000/030	4.45	13	23	7.26
A4000/040	18.83	4	N/T	34.11*

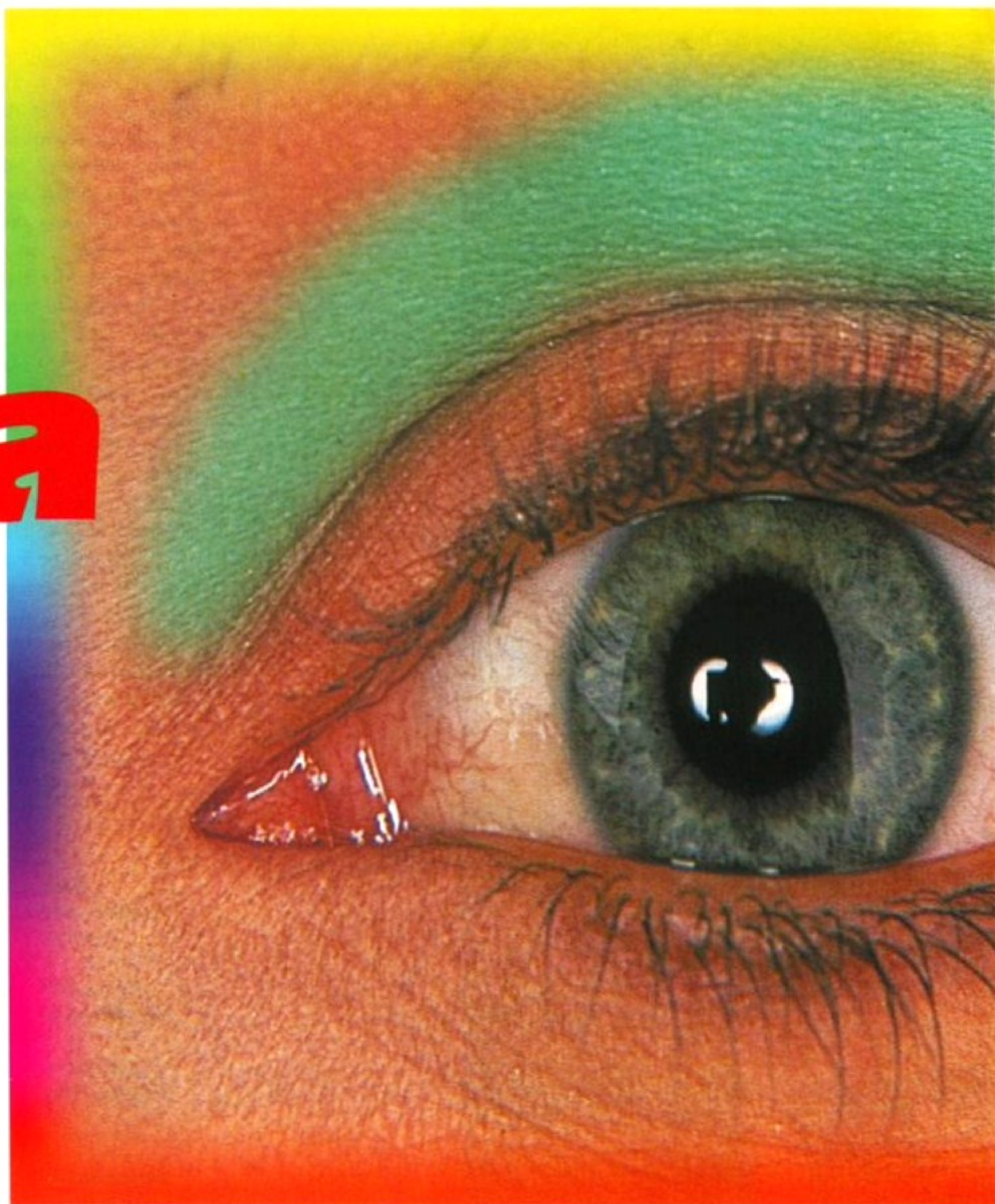
Notes

1 Million instructions per second.
2 Time in seconds taken to fill a low resolution screen with a 16 colour black to white dithered gradation.
3 Time in seconds taken to render a simple real 3D scene.
4 Overall speed relative to an A500, as determined by SysInfo.
* This figure seems incredibly high, but it includes increased performance from the built-in floating point unit of the 68040 CPU. N/T – Not tested.

If you thought we had enough graphics boards and 24-bit paint systems to choose from – think again. MacroSystem have struck once more. After the wonders of VLab, they now bring us hi-res graphics at a lo-res price. **Brian Larkman** focuses on...

Retina

Graphics Board ■ £345-£499 ■ MacroSystem



DO WE REALLY need yet another 24-bit board and paint package? Strange to say, the answer could be yes – provided it can do something new, and cheaply. *Retina* from MacroSystem – the German developers of the excellent *VLab* frame grabber – does both. The base machine, with 1Mb of video RAM, costs just £345 including VAT (£499 with 4Mb). At this price, what makes the board remarkable is the Workbench resolutions that it supports. Would you believe a 2400x1200 8-bit Workbench on an A2000? Well, maybe.

***Retina* consists of** a small 100-pin Zorro II/III board, the *Retina* software and manual, and the bundled 24-bit paint Package *VDPaint* – no sniggering, please. This has no manual at the moment – unless you can read German – but this will soon change. The *Retina* manual is very slim but quite clear and concise.

The package requires an Amiga with a Zorro slot, almost any monitor, a suitable lead, and OS 2.0. The Install program is in German but copying the software to a hard disk is just a matter of dragging a few files and drawers – *Retina.library* to LIBS, *RetinaEmu* (the emulator not the bird) to WBStartup or the startup sequence. Setting up requires choosing your monitor and suitable 24-, 16- and 8-bit resolutions for it first, then the *RetinaEmu* commodity is placed in the WBStartup folder, and the machine can be re-booted.

From now on, the Workbench emulation takes over all normal Workbench roles. Each program or new screen that is used – including Workbench itself – from now on, needs its parameters set just once and saved. Startup bit-depth and resolution can be chosen, as can program display mode (select whether you want it displayed through the Amiga or *Retina*). This ensures that non-compatible programs can still be used, and modular programs like *ADPro* and *Real3D* can display different screens to different monitors.

How this works depends on how programs handle their display. Perhaps we should look at some examples to clarify the situation. ASDG's *ArtDepartment Pro* is a perfect program to use with *Retina*. Each screen it displays is a module of the original program, multi-tasking with it. Using *RetinaEmu*, the control panel can be directed to your Amiga display at lo-res. The main rendered display, once limited to 4-bit hi-res or lo-res HAM, can now be directed to *Retina* at any compatible resolution in up to 256 colours. Each of the 'Visual' operator screens – Crop-Visual, Text-Visual and so on – can also be displayed through *Retina*, in up to 256 grey scales at any resolution. On the other hand, although *Deluxe Paint* can work on large pages, it can only display in a native Amiga resolution so a *Retina* display would be pointless. Similarly, *Imagine 2* and the 1.x series of *Real3D* keep the screens of their various modules strictly to themselves, so (apart from rendering) an Amiga display is enough. *Real3D* v2.0, however, can use the public screen which is

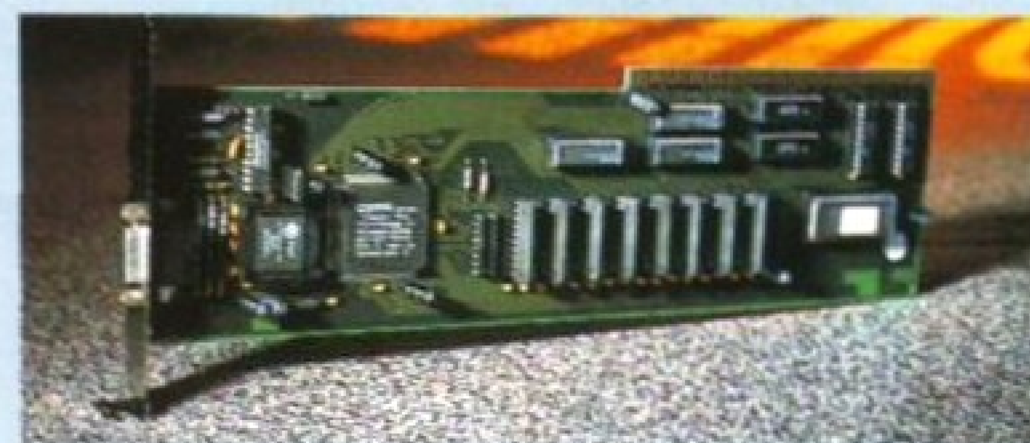
The Retina card fits into any free Zorro II slot on a Amiga 1500, 2000, 3000 or 4000. The chips grouped together on the board are the video memory, which uses the ZIP type. Up to 4Mb can be fitted. The large rectangular chip is a VGA controller, more commonly found on PC graphics cards. The use of this mass produced chip probably goes part way to explaining how MacroSystem have kept the cost of the card down.

RETINA is available from The Amiga Centre Scotland 0896 87583

A LOOK THROUGH THE RETINA

Lately the Amiga has been starting to look a bit jaded in the display department. Yes, the AGA chip set has propelled the A1200 and A4000 past most of its rivals again – but what of the thousands of 1500, 2000 and 3000 users? This is where the myriad (well, 7 or 8 anyway) graphics boards now available should take their well earned bow. An 8-, 16-, or best of all, 24-bit frame buffer allows non-AGA machines to display proper, TrueColour, photo-realistic images. The trouble is that unless you care to spend till it hurts, the Workbench resolution is still trapped at the standard Amiga fare – maybe 640x512 plus overscan.

The difficulty is in trying to reconcile several conflicting problems. The simple solution is a straight frame buffer like the Harlequin. This can display up to 910x576 but only to a separate monitor – very high quality but expensive to set up – and only a standard workbench on the original display. The alternative is to display both together on one monitor – the *OpalVision* solution. This provides True Colour displays and Workbench together (or rather overlaid) – stuck at the standard Amiga resolutions though! To bring these two together, we need a Workbench that will display on a hi-res screen in at least 16 colours, or better, 256. MacroSystem have developed their own Workbench emulator instead, which makes *Retina* unique.



***Retina's* impressive performance makes it a good alternative to upgrading your Amiga to an AGA machine.**

something else again. If you display your Workbench as a window in WB2.0, you are using the public screen which has a number of advantages, especially for transferring data. Running *Real3D* in this way displays the View, Tool and Select windows in amongst directory windows and those of any other programs running. On a standard Amiga display, even in hi-res, the screen quickly becomes cluttered. Using *Retina* with a 1280x1024 screen there is lots of space which allows easy transfer of data from one program to another. You do need a lot of memory though.

One other display method is used by *ImageFX*, *ImageMaster* and several other programs. In *ImageFX*, the control panel is a narrow, high resolution screen overlaying the lower part of a lo-res preview. On the Amiga this system works well, but on *Retina* the control panel takes up a complete screen, starting at the top. To see the preview takes only a keypress as with any other Amiga display, but the convenience of the shallow control panel across the bottom is lost. This is the only major flaw in the *Retina* system, but it's an irritating one.

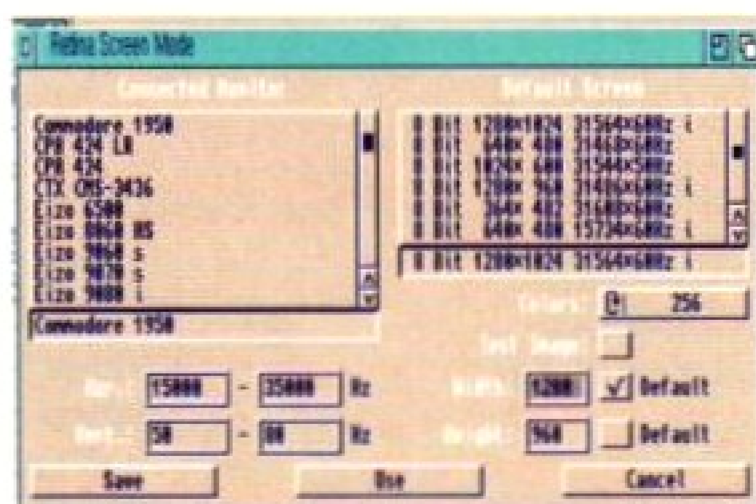
Speaking of flaws, a few problems arose. At times a little screen corruption occurred, but apparently this is a hardware problem that has already been fixed. Also, once I removed *RetinaEmu* from my startup, I found that my *AmaxII* Mac emulator would not work. Removing the *Retina* board fixed this problem immediately, but I would check with ACS or MacroSystem if you use *Amax*.

Apart from the lack of sliding/partial height screens, the *Retina* emulation goes a very long way toward giving non-AGA machines most of the AGA advantages. It won't let you use the AGA-specific features of new software, but even the 1200 and 4000 only have an effective 16 controllable colours to use on the Workbench, and at fewer possible resolutions than *Retina*. Add to that true 24-bit rather than HAM8 as a maximum colour display, the potential of re-directing screens in many programs to other monitors and resolutions, Harlequin emulation, completely integrated *VLab* support, and the bundled paint and display software, and *Retina* looks like a good alternative to upgrading your Amiga to an AGA machine.

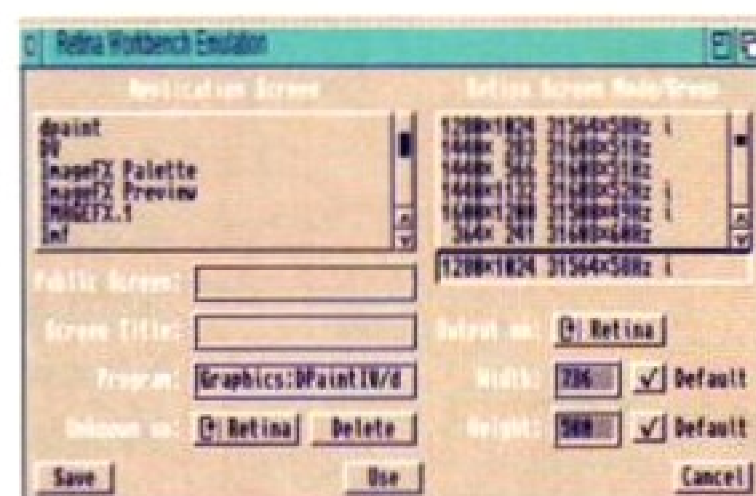
VDPaint is a reasonable performer, comparable to the first version of *TVPaint*. Using *RetinaEmu*, any 24-bit resolution can be used if you have the monitor and memory to handle it. The control panel is a block of tool icons which can be moved/removed. There are no menus. Without the manual it was difficult to work out some of the features but all of the standard tools are present. Airbrush is of the smooth variety, and eight user-defined shapes can be used. Functions include Stencil/Mask, Density control, Brush Wrapping, Gradient fills, and brush manipulations (Rotate and Resize). Text functions are also good. A SlideShow/animation player with a number of wipes and fades is included in the program.

Compared to *OpalPaint* or *TVPaint*, *VDPaint* is a little under featured, but overall it is fast and usable. Used on the workbench, *RetinaDisplay* is beautifully simple. Drop any picture icon on to its window and the image is shown quickly. Used from the CLI a slide show can have delays, but no wipes or fades. Using 'buffer', frames of an animation should be loaded to a buffer and played at full speed, but I could not get this to work.

Setting up Retina



The first stage of setting up is to pick the correct monitor type using the setup program RetinaScreenMode. A long list of monitors is provided (not mine though, typically) and choosing yours selects a range of modes - resolutions and frequencies - in a second scrolling window. A test screen is provided to check these - especially useful if your monitor is not listed. (A warning in bold type that selecting the wrong monitor type can destroy your monitor made me very nervous.) The modes vary depending on whether 8-bit, 16-bit or 24-bit screens are used so one of each can be selected. This is important because several screens in different modes can be used at once, one over the other, and this setting provides a default. I have an old 20-inch Microvitec VGA and that matched the Commodore 1960 reasonably and allowed me to choose 1280x1024 in 8-bit mode and 800x600 for 24-bits. These settings are saved but can be changed later.



Now, the RetinaEmu commodity is used to set up the workbench using 8-bit mode. Any compatible resolution up to the defined default can be used, but if you are working blind (with no proper monitor definition) the process can be rather hit and miss. Once the Emu resolution has been set, the Preferences/ScreenMode has to be altered. 16 colours can used, and the default sizes can be clicked off and the full size typed in. AutoScroll has also to be selected to fool Workbench into accepting the larger dimensions. At these higher resolutions the font sizes are a bit small so a visit to Prefs/Fonts is also called for.



I started off with the maximum resolution - 1280x1024 - and set up a perfect, huge Workbench in 16 colours, only to find that it used up so much of my 1Mb of chip ram (600k) that few other programs would run. A strong case for a 2Mb Agnus. Disappointed, I set up a variety of other resolutions until I found one that worked well (800x600).

Retina

SPEED ●●●●
This is truly a speedy board. It's almost as quick as the Harlequin.

DOCUMENTATION ●●●
Brief but adequate *Retina* manual. No *VDPaint* manual. All ReadMe files in German.

ACCESSIBILITY ●●●●
Complicated to set up each program, but almost standard Amiga thereafter.

FEATURES ●●●●
Almost AGA for those without the new chip set. Includes a 24-bit paint program – *VDPaint*.

VALUE ●●●●●
Excellent value – *Retina* is the cheapest true 24-bit card available.



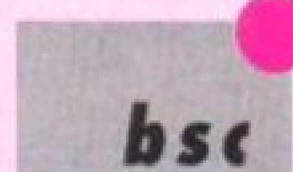
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Is the latest genlock from GVP the ultimate tool or merely an expensive toy? **Pat McDonald** syncs pixels to video.



Whoever designed this product wanted it to fit in with most video equipment - matt black and boxy. It may look a little strange plugged into a beige Amiga, but seeing it work is quite a treat. If you want to tweak its video signal quality, you can - but have you got a vectorscope to help you?

G-Lock

Genlock/Video Switcher ■ £349.95 ■ G V P

GREAT, A BLACK box to review. How does it measure up to all the other boxes 'that are good for video, guv' on the Amiga? Before I tell you, read the 'How does it work?' box or you will probably get horribly confused.

G-Lock is good. It can do a lot of different things, an important consideration when something costs a lot of money.

There are no external controls with G-Lock. Instead, you control all its functions through the supplied Amiga programs. This can be done in two ways – either you can use the mouse or, if you're good with ARexx, you can write script files to make it perform. The latter is not easy, especially if you are used to sliding knobs on a box. It gives you finer digital control over the final mixture of video and computer graphics.

You have to use two supplied cables to connect G-Lock to your Amiga (any model so far released). The first is a 23-pin to 25-pin D-type, which carries all the video and sound information from the Amiga's video port into G-Lock. The second is a 9-pin D-type, directly attached to the genlock, which goes into the joystick port (number two) on any Amiga. This is for the signals that control G-Lock.

For instance, if you want you can use this genlock to split the separate RGB values out of a video signal, for use with a slow digitiser. You can also do things like convert a French SECAM video signal into a PAL video signal, or convert S-Video into CVBS or vice versa. These conversions are not perfect, and the professional will probably be able to do this anyway. But if you've never had such facilities, then they are novel features.

Sound from two different sources can be recorded on to the final tape. You can use a mono source and adjust the bass, tone and volume. Or you can use a stereo source, though the level balance is fixed at 50 per cent each.

Serious video experts will be pleased that the G-Lock control software has a wide range of tweakers, gadgets and knobs. Its transcoding abilities can be used for a number of things – for instance, turning colour video into black-and-white – and all the options, when viewed together, add up to an impressive combination.

If you have an ECS Amiga, then you can either key on a bit-plane or one of the first 32 colour registers. AA chip set Amigas (A1200 or A4000) can key on any of the 256 colour registers or a bit-plane. Old original chip set Amigas can only key on a bit-plane or colour register zero (usually the background colour).

G-Lock is not such a good idea for those with a well expanded A500, A500 Plus, A600 or A1200. It cannot take an external power supply – it draws its power from the Amiga. This limits your expansion potential, because those machines have problems when powering different peripherals, and because genlocks need a lot of power on their own.

So I don't think G-Lock is the ultimate genlock. Whenever you quit the control software, you have to reset your Amiga. That's not a big problem if you have a hard disk.

But whether you are just getting started in desktop video, or you want to move into semi-professional areas, then this black box does give you a lot of potential for video creation and processing.

G-LOCK is available from Silica 081-309 1111

HOW DOES IT WORK?

First, here's what genlocks like the G-Lock do. You play a video tape on a machine with a 'Video Out' socket on it. This is fed into a genlock, together with the picture from an Amiga.

The genlock puts the computer graphics on top of the video picture, by perfectly synchronising the computer signal to the incoming signal. The resulting mixture is fed out into another video machine's 'Video In' socket. This second machine records the mixed picture back on to video tape.

G-Lock supports two kinds of 'Video In/Out' sockets commonly found on video equipment. The first is the CVBS socket, usually a phono or bayonet nut connector. These are usually found on VHS, Beta, 8mm or VHS-C type machines. You can record from one format to another using this type of connector. This genlock can also switch or fade between two different CVBS inputs – one of its strengths.

The other kind of connector (S-Video) is a four-pin miniature DIN type. This is used for separate transmission of colour (chroma) and brightness (luma) signals, giving much better overall picture quality. There are two main formats that use this; Hi-band 8mm (usually called Hi8) and Super VHS (S-VHS). G-Lock cannot switch between two S-Video signals, because it has only one such input. S-Video sockets are usually found on more upmarket video machinery.

That's massively simplifying the range of different video formats, but it should enable you to judge how suitable your equipment is for use with a G-Lock. Oh yes, it does let you use Y/R-Y/B-Y or YUV monitors with the right cable.

G-Lock

SPEED ●●●●●
Auto checks for video, can be switched down in priority to avoid screen interference.

DOCUMENTATION ●●●●
A little repetitive but gives a thorough understanding of the basics.

ACCESSIBILITY ●●●●●
GVP have come up with an excellent genlock that has a nice, gentle learning curve.

FEATURES ●●●●●
Gives you a lot to explore and fiddle with to improve your productions.

VALUE ●●●●
Quite expensive, but G-Lock is more than worth the £350 asking price.

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To celebrate the release of the Amiga 4000/030 – the most significant Amiga release of the year – Commodore and AF are offering one very, very lucky reader the chance to win the Amiga set-up of a lifetime. Commodore's new 68030-based machine brings super computing power within the reach of most enthusiasts, and the AGA chipset offers near 24-bit image quality. All this for less than £1,000 for a machine with 4Mb of RAM and an 80Mb hard drive. It really does sound too good to be true.

As well as an A4000, the lucky winner will also receive £2,500 worth of the world's best creative and productivity software.



The Grand Amiga Form

Win an Amiga

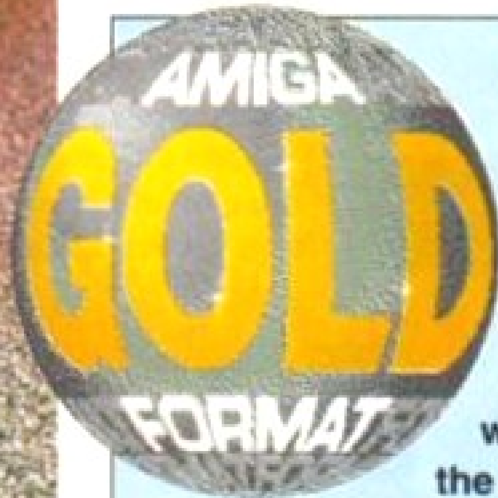
With the arrival of the A4000/040 the Amiga became the world's most powerful home computer – now with the arrival of the A4000/030 it is affordable too. And there's no doubt about it – Commodore's new Amiga A4000/030 is a superb computer (if you don't believe us read the review on page 114).

Because they're rightfully proud of their new baby, Commodore are offering one particularly lucky Amiga Format reader a chance to win one.

If that's not a glittering enough prize, there's more on offer. We called some of the software houses who have been awarded the coveted Format Gold award, and asked them if they'd like to participate in this tremendous competition. Guess what... they would.

A great computer needs great software, and what we have on offer here is the greatest collection of software available for the Amiga. Whether you want to do 3D ray tracing or desk top publishing, there's something here that can not only enable you to do what you want – the programs we have to give away offer you the power and flexibility to achieve results as good as, or better than, those provided by any platform.

If you would like to win this fabulous prize worth £3,500 – and let's face it who wouldn't – just answer the 10 questions opposite. Put the answers, along with your name and address on a postcard, and send it to the address in the 'How to enter' box.



HOW TO ENTER

Simply write down the answers to all the 10 questions below on the back of a postcard or stuck-down envelope, along with your name and address, then send it to:

Commodore Amiga Format A4000 Competition
Amiga Format
29 Monmouth Street
Bath, Avon
BA1 2DL

to reach us before Friday June 11th. You can enter as many times as you like provided that each entry is posted separately. Please do not include entries with any other correspondence to the magazine; the competition address is different to our normal address.

THE RULES

Employees of Future Publishing and Commodore Business Machines are not allowed to enter.

The first entry drawn at random on Friday June 11th 1993. The judge's decision is final and no correspondence will be entered into. No cash or other alternative will be offered, but we reserve the right to offer prizes of an equivalent value if the prizes named are unavailable.

Win a selection of the world's best software

AMIGA GOLD FORMAT

As part of this fabulous prize, the world's top Amiga software companies have offered the lucky winner some of the best programs available. Each of these programs is an *Amiga Format* Gold, excluding Activa's *Medialink*, which is so new it hasn't even been reviewed yet, but we've seen it and it's good.

To run all this software you may need to buy yourself a bigger hard disk, but that's a small price to pay. Here's what one lucky person will get to run on their fantastic Commodore A4000/030:

Bars and Pipes Pro 90%
Blue Ribbon Soundworks' superb sequencer

Deluxe Paint 4 AGA 90%
Electronic Arts' superb AGA paint package

Image FX 92%
GVP's superb new image processing package

Directory Opus 4 98%
INOVAtronics' powerful directory utility

ProPage 4 94%
Professional DTP power from Gold Disk

ProDraw 3 92%
The top drawing program from Gold Disk

ProCalc 92%
Professional spreadsheet from Gold Disk

Video Director 90%
Home video editing made simple by Gold Disk

Real 3D 2 96%
Incredibly smooth 3D modelling from Activa

MediaLink Not reviewed
The amazing new multimedia program from Activa

Superbase Pro 4 90%
Fast flexible database from Oxxi-Aegis

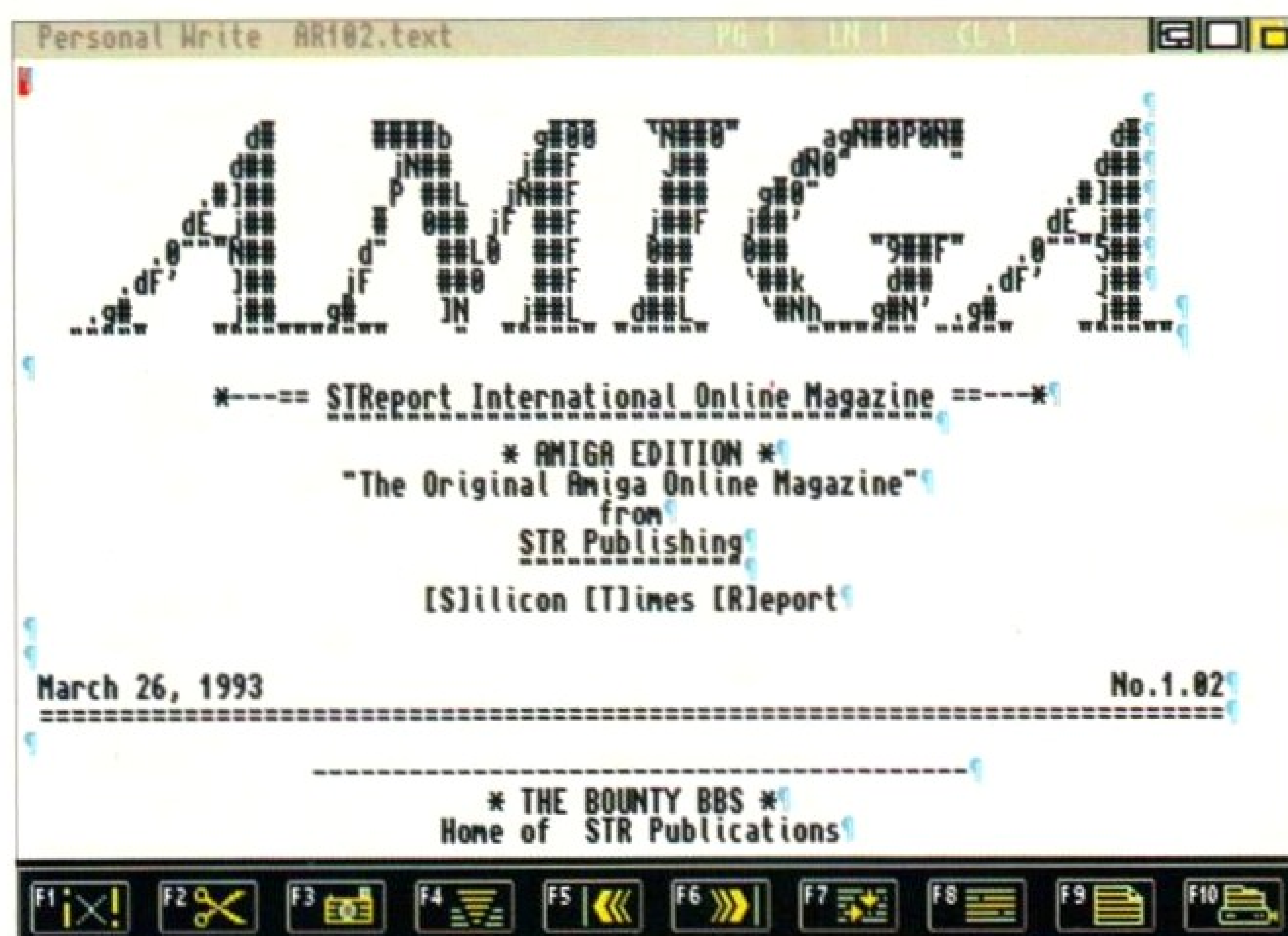
Vista Pro 3 92%
Our favourite from Virtual Reality Labs

Wordworth 2 AGA 91%
Digita's top document processor goes AGA

at Quiz for June
4000/030



1. What is the list price of an Amiga 4000/030 with a 120Mb hard drive?
2. How many bytes of RAM are fitted as standard to the Amiga 4000/030?
3. What Motorola processor chip does the Amiga 4000/030 use?
4. What speed is the A4000/030 processor clocked at?
5. What type of hard disk interface does the A4000/030 use?
6. How many Zorro 3 slots does the A4000/030 have?
7. What do the letters AGA stand for?
8. How many colours can be displayed on screen using the HAM8 mode?
9. In the SysInfo Dhrystones test how many times faster than an A1200 is the A4000/030?
10. Who is the Managing Director of Commodore U.K.?



This the main screen of *Personal Write*. The icons at the bottom of the screen access menu items – you can either click on these or use the 'F' keys on the keyboard.

Cloanto, the company that gave you Personal Paint, now bring you a word processor for less than £30. But does cheap mean good? **Richard Baguley** lets his fingers do the walking…

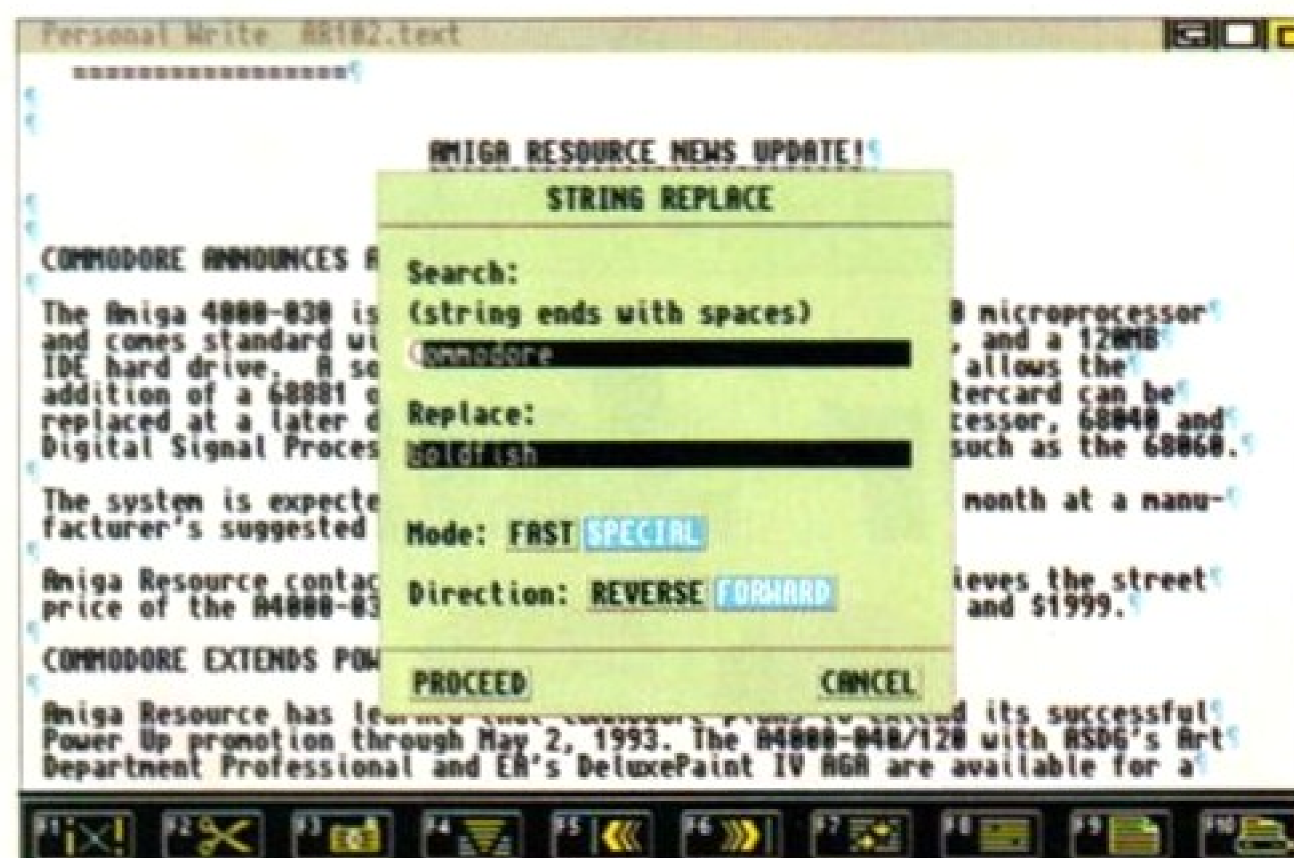
Personal Write

Word processor ■ £29.95 ■ Micro-PACE UK

WORD PROCESSORS HAVE become more powerful over the past few years, with many now including functions previously only found on powerful desktop publishing programs, such as importing graphics and flowing text around them and multiple column text boxes. Unfortunately, these require a lot of processing power and slow the machine down, as well as add to the cost of a program. Sometimes all you need is a simple text editor program, without all the flashy features, and with a lower price.

Personal Write does have a lower price – it's nearly £50 cheaper than most word processors. It's also got less in the way of features: it doesn't support WYSIWYG (What You See Is What You Get), Compugraphic fonts or have a spelling checker. What you do get is a basic word processor, but with several tools that make it more powerful than PD text editors like *QED*, and more up to date than *TurboText* (*AF*25 – 92 per cent).

You can load pictures, but these can't be combined with the document. All you can do is load them into a separate screen, change the colours and print them out, and the colours are remapped to the *Personal Write* screen colours. The manual claims this could be used for letterheads and combining graphics into documents, but it seems an incredibly fiddly way of doing things. If you are likely to want to use pictures in documents, you'd be a lot better off spending the extra few quid on *Wordworth*, which can import pictures directly into the document.



***Personal Write* includes powerful search and replace tools, which can also work with wildcards.**

Personal Write can also load and save in a variety of character sets, which means that you can copy files to and from other computers (including Apple Mac, IBM PC, Atari ST and C64) without the usual confusion over what comprises the end of a line – CR (carriage return) or CR and LF (line feed) – and without losing national characters such as accents or currency signs. Files saved by *Personal Write* can be encrypted, so you can protect your information from prying eyes.

Printer control is left to the preferences set in Workbench, although you can override some of these settings if you require. It's also possible to use a PostScript printer, even on a Workbench 1.3 machine. Later versions of Workbench include a printer driver for PostScript as standard, so you don't really need to use this. *Personal Write* also doesn't include the option of saving a PostScript file to disk, which could have been useful for printing on PostScript printers on other systems, or outputting to a typesetting machine. However, if you're likely to be using this sort of machinery, you'll probably want to invest the extra few pounds in a DTP program.

PERSONAL WRITE is available from Micro-PACE UK on 0753 551888

Overall, this program performs well. However, there are a few problems. The 'Load Picture' option fails on an AGA chip set machine such as an A1200, even when you use the boot options to set it to enhanced chip set mode. However, it does work on an A500 or A3000, and frankly it's not likely to be of much practical use anyway. It also makes noises that are somewhat irritating when there's an error or you click on a gadget, but fortunately you can turn these off.

Personal Write falls somewhere between two camps: it's not a text processor such as *TurboText* or *QED*, or a fully fledged word processor like *Wordworth* or *Final Copy*. As such, it's not really suitable for the sort of things that you'd use either for. It's too slow to load and save to use with an electronic mail program, and the lack of functions such as a spelling checker means that it measures up badly against fully featured programs.

However, if you're looking for something that lies between the two extremes or if you are on a tight budget, *Personal Write* is a solid, well designed program which has a variety of useful functions and an easy to use interface. But if you can afford the extra, go for a program like *Wordworth* or *Final Copy*, both of which have far more in the way of features.

Personal Write

SPEED ●●●
Reasonably fast, with a good scroll speed and fast search and replace tools.

DOCUMENTATION ●●●●
An excellent manual, with plenty of relevant examples and background information.

ACCESSIBILITY ●●●
A set of on-screen buttons enable easy access to the main features.

FEATURES ●●
Many functions you'd expect are missing, but the basic text manipulation tools are present.

VALUE ●●●
For £30, you get a good, basic tool for creating text and with more features than *TurboText*.



70%

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Pat Winstanley settles down with some real live children to test a new suite of educational software.

ADI

Educational software

Counting 4 to 5 years



The Jackpot Game demands skill and speed. If the number matches the dots, click yes, otherwise click no. Six right answers gives a jackpot of sweets.

RIGHT FROM THE time children start school, parents believe they aren't being taught properly if their offspring can't do 'sums'. However, the parrot fashion method of learning (one plus one is two) went out with the ark. Today's young children spend their maths lessons counting, comparing and understanding concepts of shape, size and pattern.

This collection of games hardly uses actual numerals to teach about counting. Instead, objects on the screen are sorted, counted, shared, matched and so on – 15 different tasks are available. Each has three levels of difficulty, and each is marked on its difficulty level for the benefit of the parent.

Although there is a good degree of variety in the programs they are let down by their sheer sluggishness. While kids don't want to be rushed, they don't want to have to sit twiddling their thumbs between turns either. Virtually every activity, application and animation is loaded from disk during use, which makes for some excruciating delays. Some delays even appear to be built-in, and will thus frustrate quicker children.

Unlike many educational collections, that seem to regurgitate tired concepts again and again, it's clear that plenty of thought has gone into making attractive (yet non-distracting) backgrounds. The Adi character pops up after every success, and there's generally a nice bit of animation at the same time.

Some games, such as Seed in Each Flowerpot, require quite a bit of concentration. Here, there is a random number of pots on the screen, and each requires a seed from a sack. But once planted, there is no sign that this has been done until they all grow through.

With the Jackpot game the player needs to be quick. A fruit machine spins up a number and some small objects and, working against the clock, the player must check if the number and quantity of objects match then click on either yes or no. Several correct answers produces a bumper payout of sweets.

There's plenty to learn in this package, and the 'lessons' are successfully disguised in an approachable, friendly form. The variety of challenges is guaranteed to make this age group look forward to an afternoon in front of the Amiga.



80%



DON'T FORGET TO BACK-UP YOUR DISK

Make a back-up of the Environment disk before you use the *ADI* games because the main disk will be written to for the progress report. Set up a separate copy for each child too, if you want records for each of their attainments. The same Environment disk can be used with all the applications in the *Junior* range. Europress don't recommend it, but the package can easily installed on a hard drive by simply copying all the files off each disk to a folder called ADI – it really speeds things up with this disk-access intensive design. Each application needs to be initialised into the HD environment directory from floppy, but after that you can forget the slow media.

Counting 6 to 7 years

BY THE TIME children reach top infants, and are facing tests for seven-year-olds, they need to be able to manipulate numbers and recognise how a written number ties in with a quantity of items.

This game uses the same environment disk as its younger sibling and works in much the same way. Now, though, the emphasis is on sums. The environment disk offers several activities to aid number and quantity manipulation, such as the 'Clock' which is intended to show the way time flows, rather than the disembodied way many time-telling exercises teach the actual times.

Pertinent to this is the Garden game where children can plant flower seeds. They grow while the child is off playing other games, and can be picked later on. It's a nice idea, and a refreshing approach to learning the concept of (as well as the minute by minute) the passage of time.

Counting 6 to 7 uses the same environment disk as the other packages in the *Junior* range, and in addition has its own application disk containing 15 sets of exercises. These range from simple counting (watching horses gallop across the screen) to more advanced mental arithmetic in Dart Scores.

The most notable exercise is Colouring, which is done with the help of figures. This is a paint-by-numbers game where the child must use simple sums to calculate the colour number. Many six or seven-year-olds might find the numbers used a little daunting, and the font on the screen display can be a little ambiguous at times, with eights looking rather like threes.

Many of the games continue the theme of relating numerals to actual quantities, and while these are both nicely illustrated and animated, there are times when the computer-wise child becomes bored with seeing the same action over and over again. While there is a fair mixture of applications on the disk, written and on-screen instructions are fairly sparse. Although there is a comprehensive manual for the environment disk, a single card included to cover all the applications is perhaps not quite sufficient.

The range of applications seems to cover a broad spectrum of abilities within the age groups catered for, with both older and

Reading 6 to 7 years

BY THE AGE of six and seven when kids sit their first tests, they are expected to be able to read simple stories and understand what they mean. Using the same environment disk as the other programs in the range, this version's application disk sets



The Notepad activity from the environment disk. Facilities range from a simple notepad to games such as this. Note that letters blank once used.



An unusual approach to painting by numbers here in Colouring With The Help Of Figures. A different font might have helped identify 8 and 3 more easily.

younger children finding something to tackle. This package achieves what it sets out to do, and there's stacks of variety to keep a child's interest – a worthy feat in itself.



72%

Junior

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out to help children practice reading and comprehension, as well as spelling and vocabulary extension.

The applications in this package are much more word-based than in the 4 to 5 pack and contain 15 games which, on the whole, deal with the way words and sentences are constructed. Comprehension is covered in games like Happy and Sad where the child has to decide whether a particular comment is pertinent to the sad robot or the happy robot. One which caught our testers out was something to the effect of a child falling off her bike but not hurting herself. They thought it pertinent to both robots – sad because she fell off, but happy because she wasn't hurt.

Sentence construction is dealt with by taking a very short story and chopping each sentence into phrases. Each sentence is presented separately, and in sequence they present a complete story. One niggle we found was one where two sentences describing the breaking of a window were presented together. Either sentence could have come first, but the one the testers chose was marked wrong. It's to trap errors like this that a supervisor really needs to be around when small children are playing, in order to reassure them that it's the computer that is at fault – not them.

In the sections on word construction and spelling, it's good to see some unfamiliar words cropping up. Again, a friendly supervisor comes into play here to explain the difference between cellar and seller. Some of the spelling rules are covered too, such as the single or double 'l' rule (eg playful, playfully). These can be discussed while the kids are trying to choose which word ending the mechanical grab will collect for them.

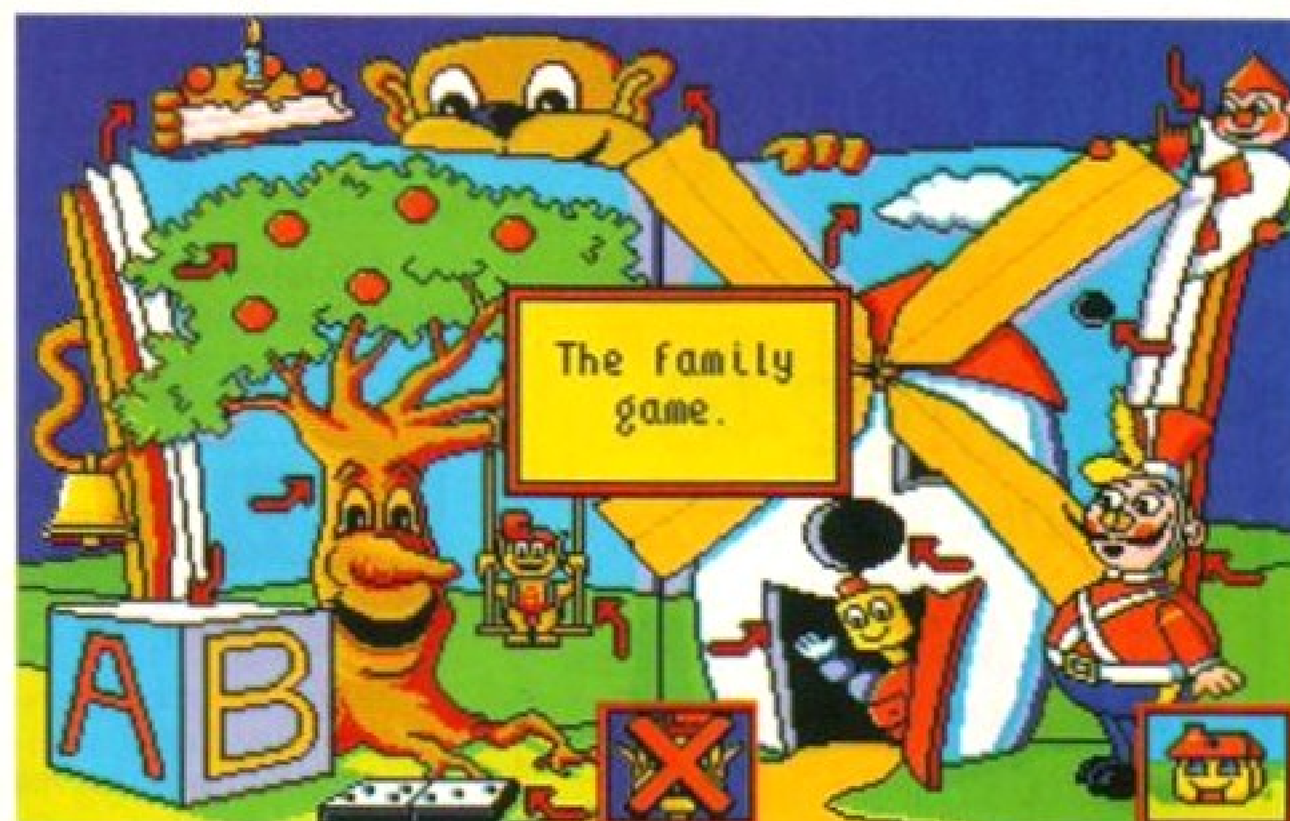
By this age many children are familiar with the keyboard, so it's a shame that it isn't utilised much in this package. More choice of input methods would be welcome.

Nonetheless, operation of the program is quickly mastered, leaving the kids free to study in-depth with an excellent set of practice tools.



76%

Reading 4 to 5 years



The main application screen. Each of the arrows points to an exercise, in this case matching Happy Families playing cards from memory.

LEARNING TO READ is fraught with problems. Not only are young children confused by the difference between the sound a letter makes and its name, they also have to cope with upper and lower case letters.

Most children, on starting school, already have some grasp of their ABC. This program aims to fill in the missing links and create relationships between sounds and patterns. The environment disk contains several activities to further this end. One is the Notepad which, at its simplest, allows kids to type in a few lines of text. Capital and small letters can be selected for each entry, using the mouse on a simplified on-screen keyboard.

Another useful tool among the environment activities is the Graphics Palette. This is a simple paint package with cut/paste facilities and a choice of different drawing tools. Creating visual images is what writing is all about, and all kids love messing about with paint packages, whatever their age.

The applications disk contains tasks which aim to improve the child's appreciation of sounds and letter shapes. Ranging from simple matching to anagrams, the activities cover a wide range of styles and abilities. However there are one or two glitches. First Consonants shows a robot holding a letter card, a dustbin and a picture of an object. The idea is for the child to work out the sound of the displayed letter then decide whether or not the name of the object in the picture contains that sound. One turn consisted of the letter 's' and a picture of a stack of books. The children decided that books had the sound in it and were marked wrong – a little misleading for them.

Overall, though, the application tasks are well-researched and well-suited to the age group. They provide valuable practice in observation and concentration, which can be hard for a parent to implement at this formative age. Spelling activities provide useful reinforcement, and there's plenty to keep the slower learners occupied too.



74%



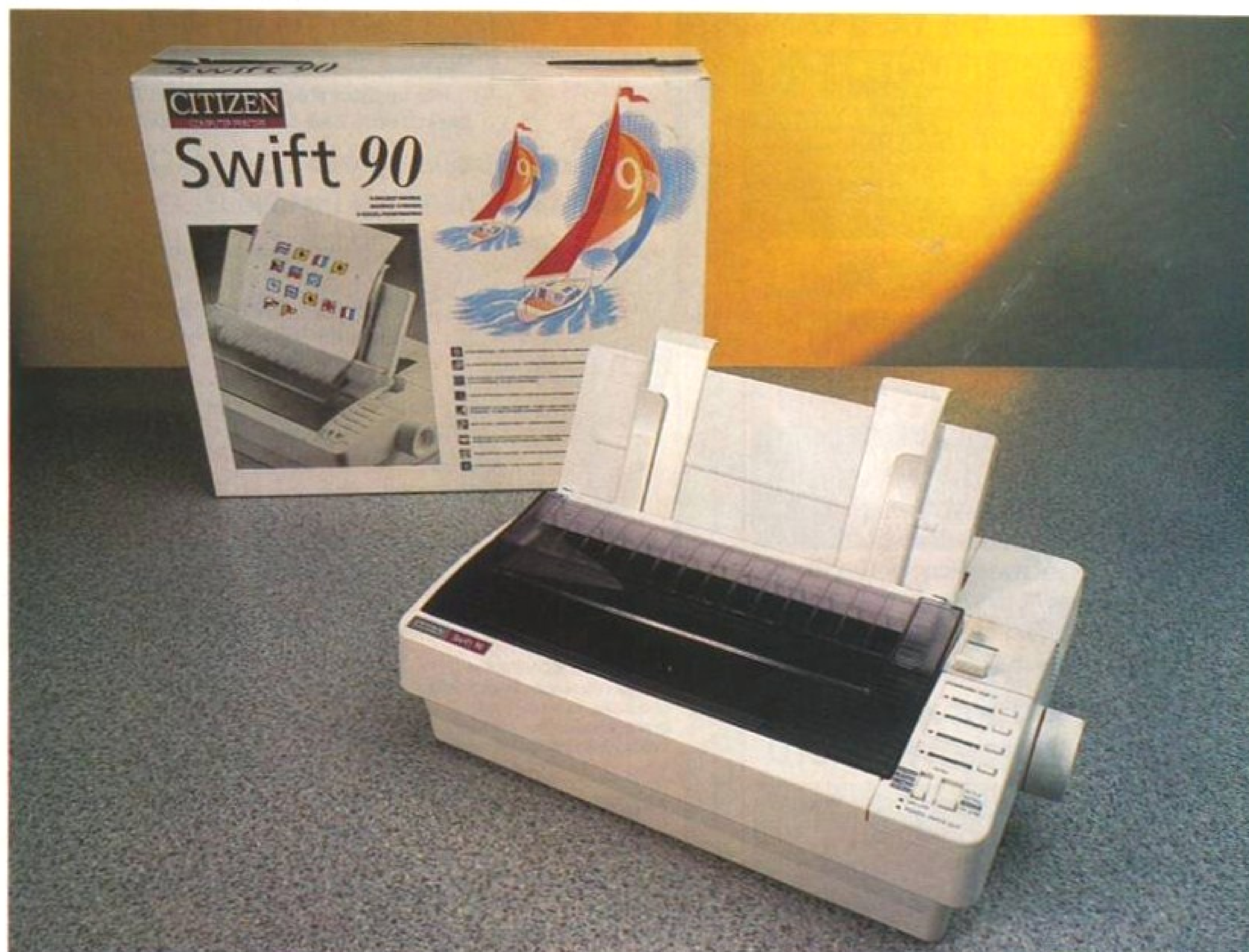
The main application screen. Each of the arrows points to an exercise, in this case matching Happy Families playing cards from memory.

CITIZEN COMPUTER PRINTERS

Make a Swift entrance

or: Win yourself one of three fabulous citizen printers

It's compo time again! This month we have three great Citizen Swift printers up for grabs. The new Swift 90 is an optional colour printer, but we've got the colour pack and Print Manager software for you too.



CITIZEN EUROPE ARE part of the Japanese company that manufactures Citizen watches. They've been trading for seven years and have become well known for their range of high quality low cost printers. In the last seven years they have sold over 1,500,000 printers, which makes them one of the top five printer manufacturers in Europe.

Although they are most famous for their dot matrix printers, Citizen also produce inkjets, under the name Citizen ProJet.

You can see Citizen's range on stand 322 at the *Amiga Format* Live show. But if you can't make it to the show, or if you're reading this too late, we're giving three readers the chance to win one of their great printers.

Citizen have just announced two new machines. The Swift 90C and the Swift 90. The 90C is a 9-pin colour dot matrix costing just £257, and the 90 is an optional colour printer costing £234. An optional colour pack converts the 90 into a colour printer at the additional expense of £38.

One of the reasons Citizen's machines are so good is that they have had Amiga specific printer software created for their range. The program – *Citizen Print Manager* – is now in its second incarnation, and it considerably improves the output quality of colour dot matrix.

To get your hands on one of these great printers, along with the colour kit and *Citizen Print Manager* software, all you have to do is answer five easy questions.

The Questions

1. What do the Japanese parent company of Citizen Europe manufacture?

a. Toy dolls
b. Watches
c. Printing presses

2. How many printers have Citizen Europe sold in the last seven years?

a. 15,000,000
b. 1,500,000
c. 150,000

3. On what stand will Citizen be showing their range of printers at the Amiga Format Live show?

a. 333
b. 322
c. 666

4. What are the new models Citizen have recently added to the Swift range of printers?

a. The Mondeo and the XR6i
b. The 90 and the 90C
c. The A4000 and the A1200

5. What do Citizen call the Amiga driver software they have had written for their range of printers?

a. Citizen's Advice Bureau
b. Citizen Print Manager
c. Citizen Kane

Now all you have to do is write your answers on a postcard (or the back of a sealed envelope). Then send your completed entry to the:

I wanna winna printer competition, Amiga Format, 29 Monmouth Street, Bath, Avon BA1 2DL.

To reach us by June 11th 1993.

THEM'S THE RULES

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3. Printed entries will stand just as much chance as handwritten ones.

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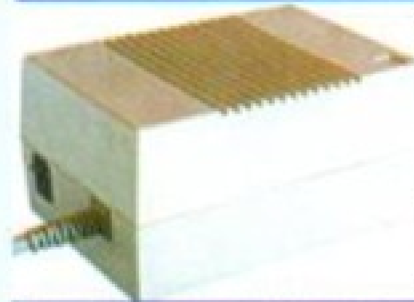


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AMIGA FORMAT March 1993 — Verdict 84%

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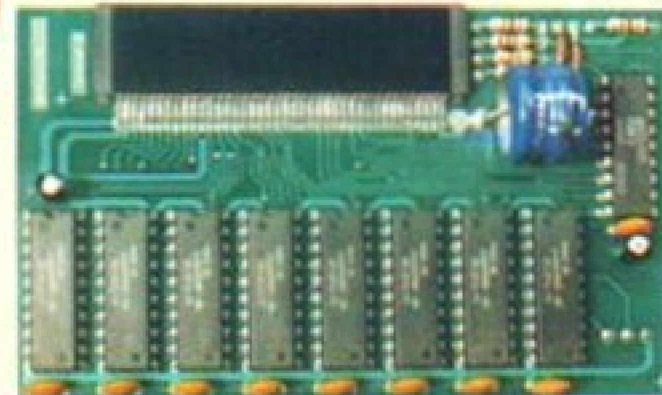
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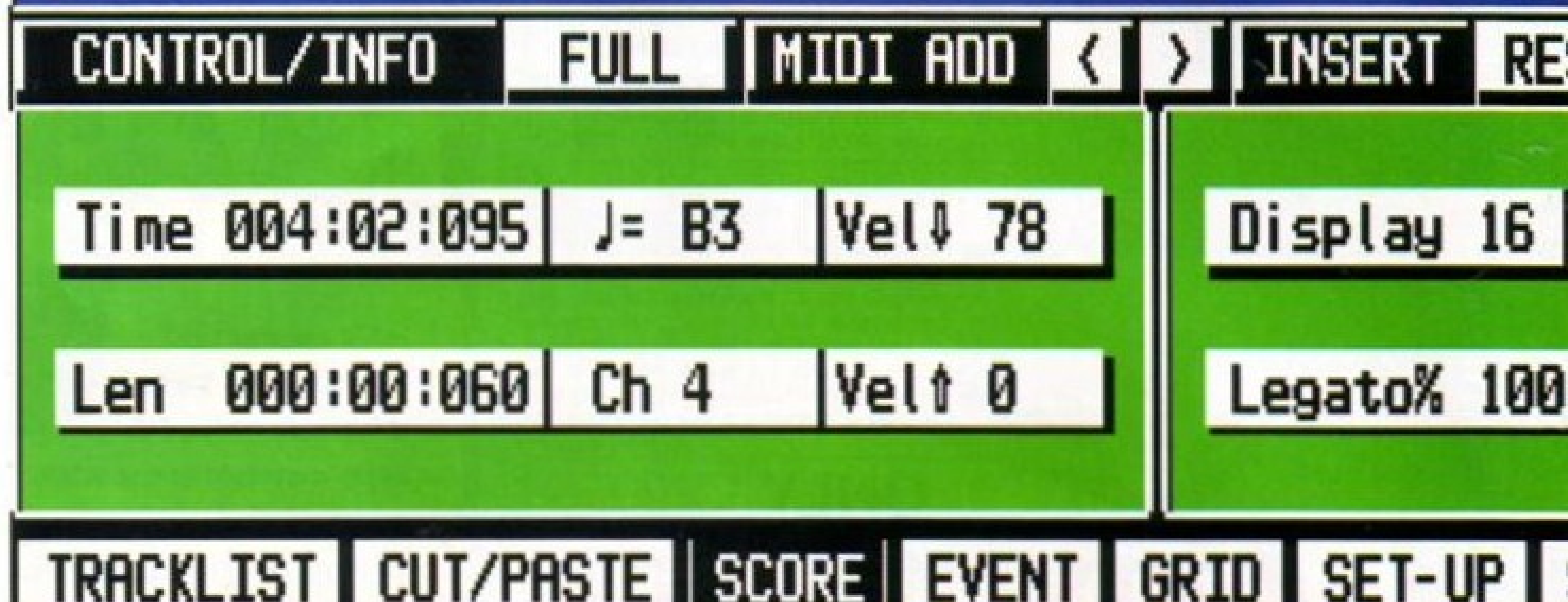
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Dave Robinson dons a ski-jacket and whistle to sound out Rave – the new entry-level sequencer from Digital Muse.

Rave

Sequencer ■ £49.95 ■ The Digital Muse Ltd





Rave **– upfront and immediate like its music namesake demands.**

WHEN DIGITAL MUSE finally decided on a name for this budget MIDI sequencer, they forgot something: an exclamation mark. That extra punctuation would have emphasised – even more than the already slightly sensational name – what this software is all about.

Rave is not interested in your complex mixing or detailed quantisation needs: it wants you to get in there and make some goddamn noise. Hence everything has been simply laid out, with only a handful of different screens and certainly no lengthy drop-down menus or esoteric icons. This does not mean that the sequencer is without power: there are editors here that enable you to shape your music in ways similar to those found on far more expensive sequencers.

Before you start, er, *Raving*, you need a 1Mb Amiga to play with. Connect a MIDI interface to your serial port and hook it up to a synthesiser or module. A multi-timbral synth is recommended; that is, one that can play a number of sounds on more than one MIDI channel. As an alternative to the interface-synth combination, you might like to investigate the growing range of desktop modules that come supplied with an interface already, removing any MIDI connection complications. Examples of these are Yamaha's TG100, Roland's SC-7 and Dream's GMX-1 (***AF***44 – 86 per cent). And of course, at this stage, don't forget to don your ski-hat, and have a bottle of Lucozade at the ready.

When you first load the program you meet the Tracklist page. This is where you perform the main operations like track selecting, naming, recording and playing. To record your first bit of music, click on a track and type in a name for it, then hit record (there are keyboard short-cuts for this if you prefer) and, after a two bar count-in, play in your melody. Click on the Play button, and your Amiga plays back what you just recorded. You can record music on up to 32 tracks.

Here you can also set pan positions, quantisation values (for removing recorded errors

RAVE is available for the A500 from The Software Business 0480 496497 Versions for the other machines will follow.

THE TRACKLIST SCREEN

Tracks galore – you can have up to 32 tracks in a song (or block, as Digital Muse call it).

	Name	Chan	Status
1	wooh-wooh	1	ON ♪
2	scruuuunge	2	off
3	bipbopbip	3	off
4	piano plonks	4	ON ♪
5	jingly	5	ON ♪
6	screamin kid	6!	ON ♪
7	chugga bass	8	ON ♪
8	DRUMS !!!	10	ON
9	hi-hats	10	ON
10	kik	10	ON
11			
12			
13			
14			
15			
16			

Value	Parameter
16	Quantise
13	Prog No.
122	Volume
↓ 02	Pan posn.

HRS MINS SECS 0.00.01 · TIME SIG 4/4 · BARS BTS CLKS 001:03:065 · 001:01:000 L · 009:01:000 R · jingly · Unnamed · INFO · PANIC! · CYCLE · PLAY · STOP · REC · DROP · TEMPO: 120.0

TRACK LIST · BLOCK INFO · DRUM LOOP · TUNE/A440

TRACKLIST · CUT/PASTE · SCORE · EVENT · GRID · SET-UP · SAMPLER

These meters show the strength of MIDI velocity coming in or out

Each track has its own set of these parameters.

This tells you the actual playing time of you song.

You can give each track a name, MIDI channel number and playing status. The exclamation mark means there's a sample on track 6.

These tell you the current position in the track, plus where the left and right locators are positioned for looping and cut/paste purposes.

Cursors for scrolling through tracks on the Tracklist or through the music on the various editors.

Press this to zap any stuck or held notes.

Recording and playback controls: not the tape-style transport buttons as you often see.

Jump to other editors and important screens with these buttons.

Hit this, and Rave plays a pulsing Concert A at 440Hz on your selected MIDI channel. This is useful for tuning samples, or for getting your 'musical bearings' (as it were).



in timing), volume levels and program changes for each track. Editing these means that you alter the parameters on your multi-timbral synth or module remotely; when you save your song and then come back to it later (often much later), you don't need to worry about which sounds you used for which tracks, because *Rave* configures everything for you.

Hit the Cycle button and *Rave* continually loops between two locators (which you can adjust), each time replacing what has gone before – in this way you can enter a phrase over and over until you finally get it right. Alternatively, you can hit the Drum Loop button to build up complex rhythms or intricate melodies by looping as before, but this time with over-dubbing rather than replacement. Quit Drum Loop mode, and strangely you're left in 'Replace Cycle' mode instead of the standard recording set-up. This is not a bug, but an intentional design feature. It's not really a big problem, but is certainly something that is irritating.

If it isn't simple enough for you to tackle immediately, there's a tutorial in the manual that takes you through those first scary sequencing steps.

There are three editors available for editing MIDI data. Of these, the Grid Editor is most fun, the Event Editor is most useful, and the Score Editor is the most frustrating – it is not as slick as on more expensive packages, and you won't spend much time here. Even the manual spends only three paragraphs on the Score Editor, which is nowhere near adequate to cover the functions available.

It doesn't tell you how to use the more esoteric notation in your music either: you can select things like ornaments and dynamic markings from the mini-menus, but you don't seem to be able to do anything with them. (But anyway, who needs notation when you're writing rave music? Imagine what a print-out of a 2 Unlimited track would look like...)

From any of the editors, and the Tracklist screen, you can jump to the Cut/Paste screen. Here you remove, delete, copy and insert sections; you determine the lengths of these using the locators. The only niggle about this screen is that there's nothing to show that you've actually performed an operation, apart a brief inversion of the selected button. A 'beep', at the very minimum, would have been nice.

The Sampler Page enables you to include RAW samples in your music: what would dance music be without a drum loop or screaming female lifted from someone else's track? (And sticky legal problems to boot.)

To add sample spice, go to the Sampler Page and load in a RAW file to your selected track. Then click on the channel box on the Tracklist page, and an exclamation mark will appear. Now, any notes recorded on the track will trigger the sample – heard through your monitor or hi-fi – and not the sounds via MIDI. However, you can only play back one sample at a time, for Amiga running-speed reasons. Then when you trigger a second sample, your first sample will be truncated to be the new one.

The namesake musical genre is very up-front and, in a way, 'immediate'. Rave tracks don't muck about: if they're not in your face and in your head within a few seconds, then they've blown it.

This package has been designed with that need for instant results very much in mind, and for the most part, Digital Muse have succeeded. It is occasionally a little slow when jumping between editors and menus, but that's more a fault of the machine and not the sequencer. It's also fast enough when you need to get a storming tune out of your brain and into your ears. And for £50, it's an easy and cheap way to get into making music. Maybe they could have put a whistle in the box too, so you can go 'Feep! Feep!' to accompany the tracks you create...

Grid Editor



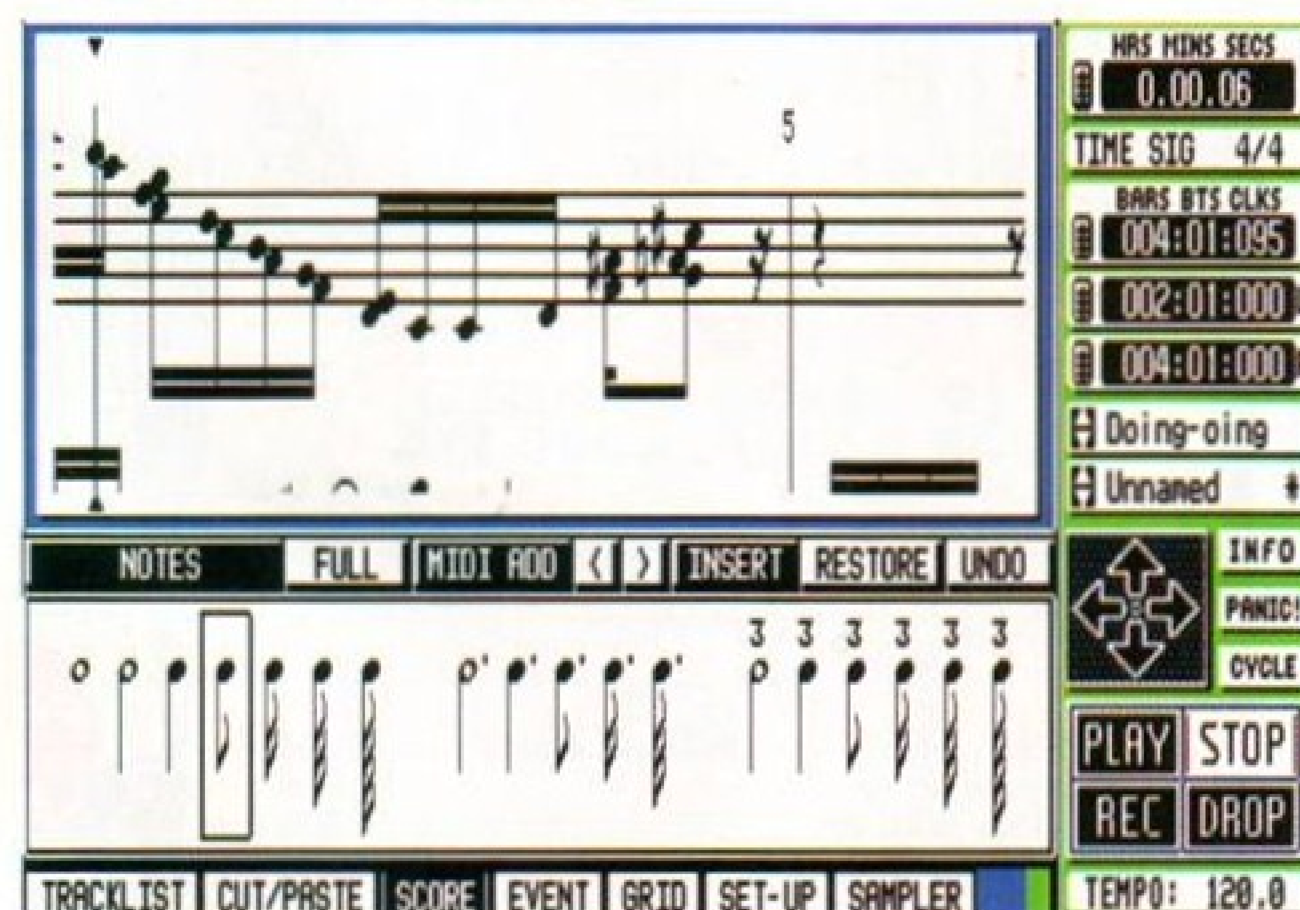
Grid Editor presents you with a vertical grid on which you drop 'note events' (represented by white bars) beneath the corresponding note of the piano keyboard at the top. Set the velocity and note length, and click on the grid to register a note. In this way you can input the music without having any keyboard skills; and it's often fun to mess around with this editor too, just to see what results can be produced by chance rather than by design. It's also entertaining – when you play back your track, the grid scrolls upwards in similar fashion to the punch-hole music on a player piano.

Event Editor



Event Editor is an accountant's delight: it has screen after screen of numbers, representing every single MIDI event. Here you can finely adjust note lengths, values and velocities, as well as adding and deleting extras like pitch bend and modulation. The Event Editor is where the real power lies: if you've got the patience, you can tweak those digits until your music is totally without compromise.

Score Editor



Score Editor is the place for traditionalists to hang out. Constructing a piece with this editor is tedious, as you have to specify pitch values and locations before anything can be dropped on to the musical stave. And if you want to select different clefs or key signatures, you have to cycle through six mini-menus to choose. The graphics are nicely detailed, so it's useful, and educational, if you want to see how your music looks when transcribed to standard notation.

Rave

SPEED	●●●
Changing parameter values can be tedious, and jumping between screens is not snappy either.	
DOCUMENTATION	●●●
Lacking in places; a few paragraphs for Score Editor is insufficient. Neat start-up tutorial.	
ACCESSIBILITY	●●●●
Straightforward throughout, apart from that Score Editor.	
FEATURES	●●●●
Not many, but what do you expect for £50? Plenty for making serious nosebleed music.	
VALUE	●●●●
Good price – you can shape your music in the same way as with more expensive sequencers.	

AMIGA FORMAT Verdict **79%**

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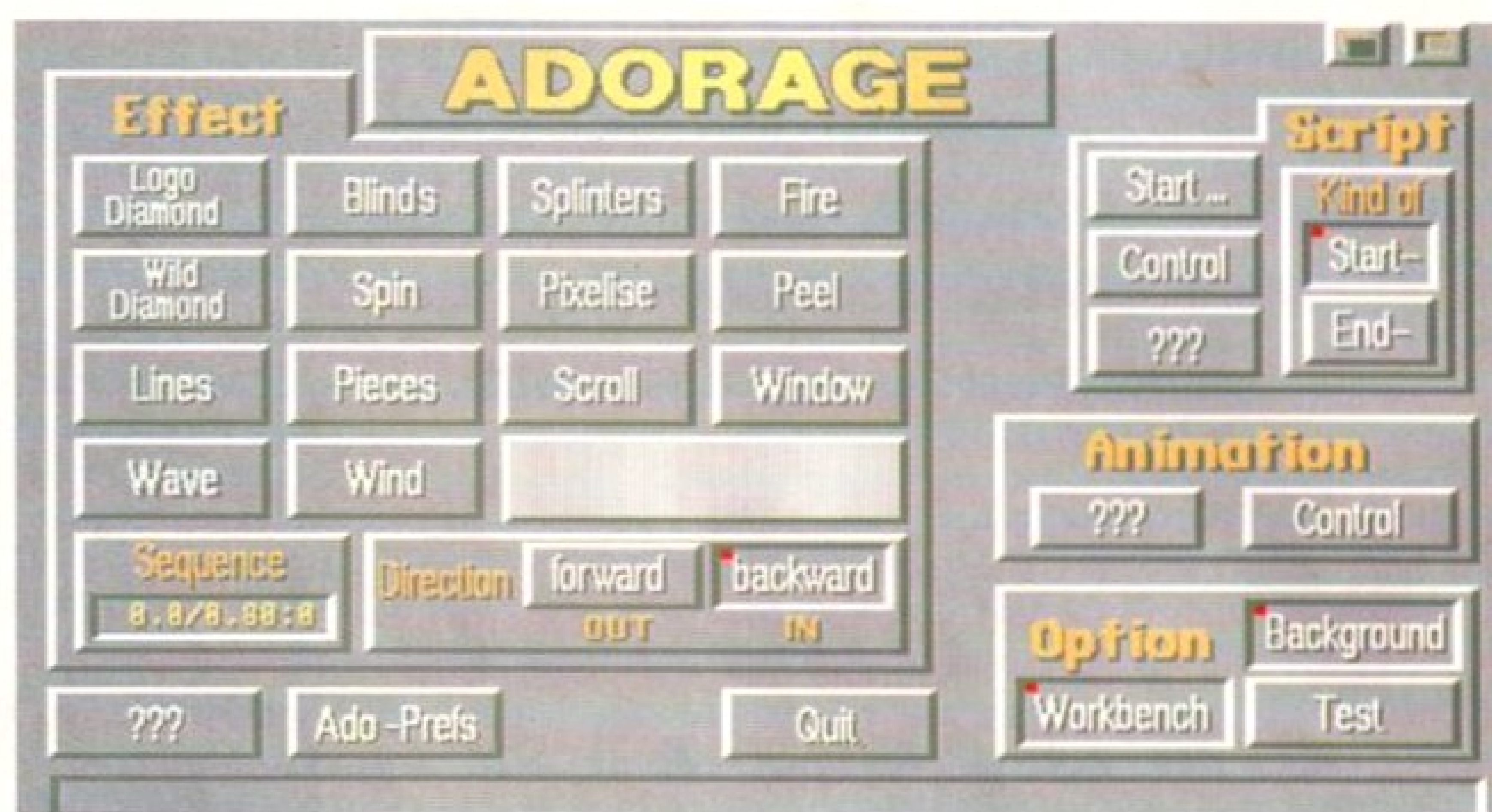
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Do you want fancy video effects? Logos peeling off the page, exploding titles for your latest epic? Then **Richard Baguley** has the video program for you...



Here's the main control screen. The various effects available are on the left-hand side.

Adorage

Video effects ■ £79.99 ■ Micro-PACE UK Ltd

THE FIRST THING you see when you watch a video is the title, so, if you want to grab your viewers' attention then the titles have to be engrossing, interesting and compelling. After all, how many times have you watched a home video only to be confronted with badly laid-out Letraset titles, and groaned at the thought of the televisual torture ahead? First impressions last, so it makes sense to ensure that the first thing people will see is as absorbing as possible.

Of course, no Amiga user would dream of fiddling with Letraset when they can use *Deluxe Paint* or *TVText* to create professional-looking titles. But making your titles appear with a blinds effect or flowing like a flag is difficult and time consuming with *DPaint* – which is where this new program comes in.

Adorage was originally designed for producing animated titles and credits quickly and easily in a professional TV studio. It has 14 effects, ranging from blinds (a set of blinds opening to reveal your title screen) to peel (title page folds off the screen) built into the program, and each one has a number of variations. It also has a new form of animation file which is faster and smoother than the conventional format. This can be controlled via a script, so if you have a series of credits in a similar style, you can automate the process.

Creating an animation with *Adorage* is quick and simple and most of the controls are accessible from the front screen. It can also generate and save scripts, which takes a lot less space than the finished animation.

ADORAGE is available from Micro-PACE UK Ltd 0753 51888

The manual is a thin affair, but all the information you'll need is there, but there's no index or tutorials. The company that wrote it does supply telephone support, but since they're in Germany, you will only want to use this in desperate circumstances.

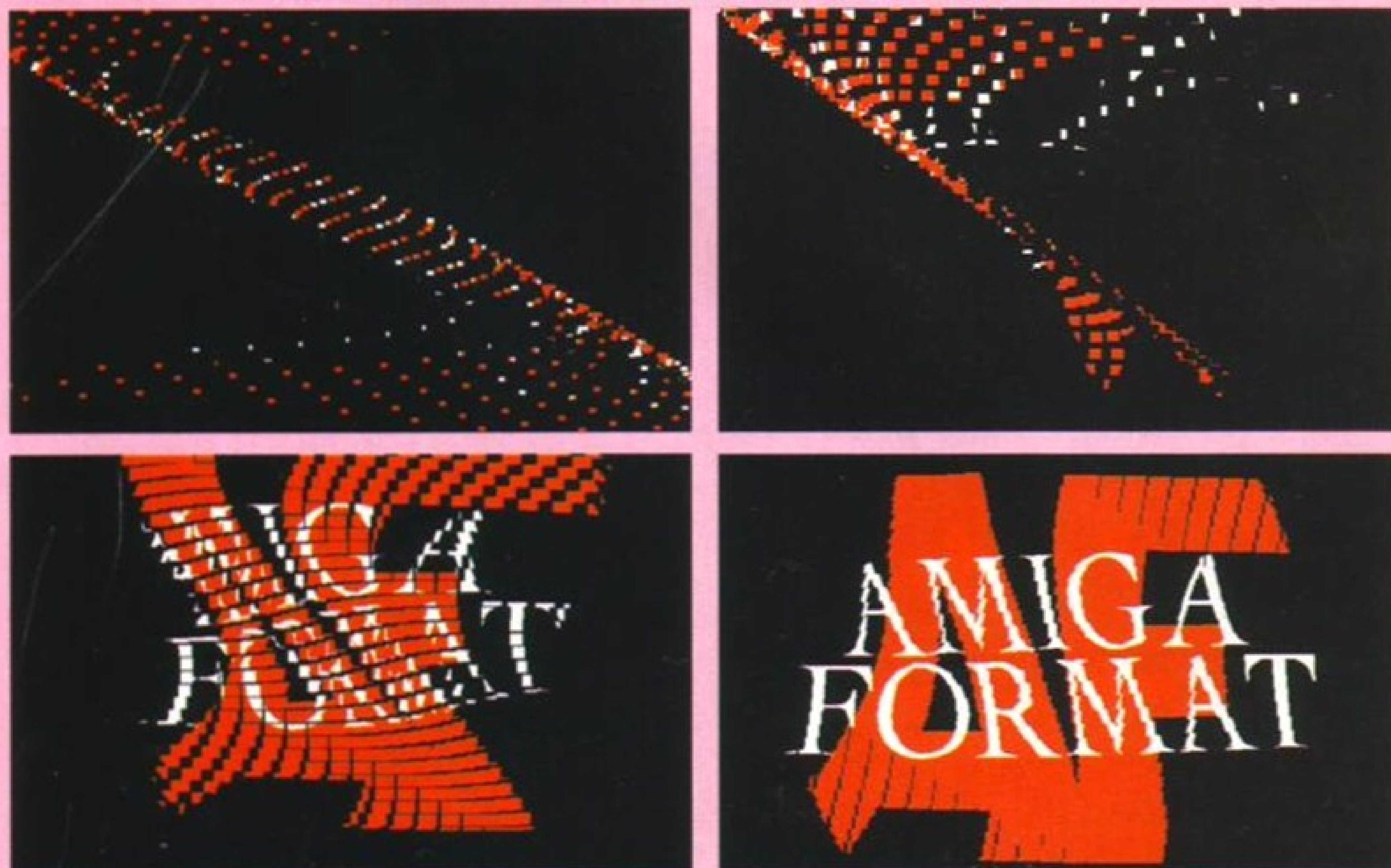
Normal animations created in *DPaint* can be jerky when played back, especially with high-resolution images. *Adorage* doesn't have this problem because it uses a new faster way of saving anim files called 'Super Smooth Animation' (SSA) – this is not supported by other programs though, so you can't load it into a paint program for editing. There is a PD player program supplied, so you don't have to load the program up to view the final result. It can't save the animation in normal anim format, but saves it as a series of IFF images, which can be loaded into *DPaint*, or converted into an anim file by *Animbuild* (a PD program).

The effects are excellent and they generate quickly, however, control over rendering is minimal – the only aspect you can alter is the detail used in creating the final animation. Some control over the effect would be nice, for instance, a way of determining the amplitude of the wave and wind effects is effective.

It's a pity the program can't cope with HAM images or support the new AGA modes (and I hope to see a version soon that will). You can incorporate a background, but there's no way of making a colour transparent, which would be useful for creating animated titles over a computer background.

Adorage is a useful utility for all video makers. However, most effects could be created with *DPaint IV* or *Art Department Pro*, though it would take longer. It is expensive, but if you're in a situation where time is money, it could pay for itself very quickly.

ONE OF THOSE EFFECTS IN FULL...



The Helix effect is rather weird, but at the same time very effective. Here the *Amiga Format* logo is broken into sections, and twists around on a helix. This is just one of the effects – there are 13 others available.

Adorage

SPEED ●●●●
Animations are produced quickly, even when using the complex effects and high detail.

DOCUMENTATION ●●●
All the information is there, but it's a bit thin, tutorials would be helpful.

ACCESSIBILITY ●●●●
Good interface, doesn't use a menu system, instead it has a button-style control method.

FEATURES ●●●
A good range of effects – all you'll need is there, but not much user-control over them.

VALUE ●●●
Expensive, but it's aimed more at the semi professional/professional rather than the amateur.



78%

Still the most elegant True Colour painter, TV Paint 2 attempts to claw back some ground from OpalPaint, and the threat of Brilliance. **Brian Larkman** slops the paint across his telly again with...

TV Paint 2

True Colour Art Package ■ £600 ■ TecSoft



One of the long-standing problems with computer paint packages is their inability to duplicate the effects of conventional drawing materials. *TV Paint* has Chalk and Pencil effects both of which use the same size, aspect, and flow controls as Airbrush. Convincing draw lines can be produced with these. Textured paper would complete the illusion, but this may be achieved, after a fashion, using the Alpha channel.

Combining these new brush styles with a drawing tablet and using pressure sensitivity can give results like this...

THERE HAS ALWAYS been something truly seductive about painting with *TV Paint* on a Harlequin board. Despite being overtaken in features and value by OpalVision last year, the speed of action and fluidity of painting displayed by *TV Paint* still draws you back to it for all the real jobs. Now, threatened by the versatile tricks of the soon-to-be-released *Brilliance*, TecSoft have improved their star program with a high degree of user control and friendliness, plus several new features.

There have been two previous reviews of earlier *TV Paint* versions in ***AF***27 and 35, so this one will concentrate on the new features of version 2.0. One very obvious new feature is a massive fall in price – from the astronomical £940 to a much cheaper £600. But it's still expensive, especially in the Amiga market, where programs like *DPaint 4 AGA* cost £90. However, *TV Paint* is a professional package and must be compared with things like *PhotoShop* on the Macintosh, at around £900.

The first thing you notice when you start *TV Paint* is that not much seems to have changed. The same floating palette of tools appears centre-screen with mostly the same icons. But what's this? A curious screwdriver icon opens a new pop-up menu with all of the control palettes listed. Any number of palettes controlling Airbrushing, Density, Brush Manipulation, CycleColours, ARexx commands and so on, can be left on screen at once, each gathering together all of the related functions. This simple change completely transforms the way that some functions are used, making Airbrush and Density settings almost interactive – it really is quite brilliant.

Gathering related functions on one palette has also allowed some new tools to be added. On the Brush palette, for instance, there is now a Perspective function which works in a similar way to that in *Deluxe Paint*, an Outline tool to produce a coloured border round the brush, and tools to control the transparency of the background. The LUT (Look-Up-Table) palette also now contains a set of Convolution tables for image processing.

Another dramatic change concerns SuperBitmaps and the magnify command. The Zoom toolbox is now detached from the main control panel, and has a set of tools to resize, move the window, move its viewpoint, indicate scale, and zoom in and out. The zoom out tool is the most important by far because it

SUPPORTING THE SOFTWARE OF YOUR CHOICE



Impressive programs like *TV Paint* can be the major reason for someone choosing one 24-bit card over another.

TV Paint 2, and indeed all versions of *TV Paint*, are designed to work with the Amiga Centre Scotland's Harlequin 24-bit frame buffer. The card, like many other true-colour cards, allows your Amiga to display up to 16,777,216 colours on screen at any one time. Harlequin was the first such card and remains one of the best, but it is far from cheap. In its wake have followed a host of cheaper alternatives, many with more features or more software than the original.

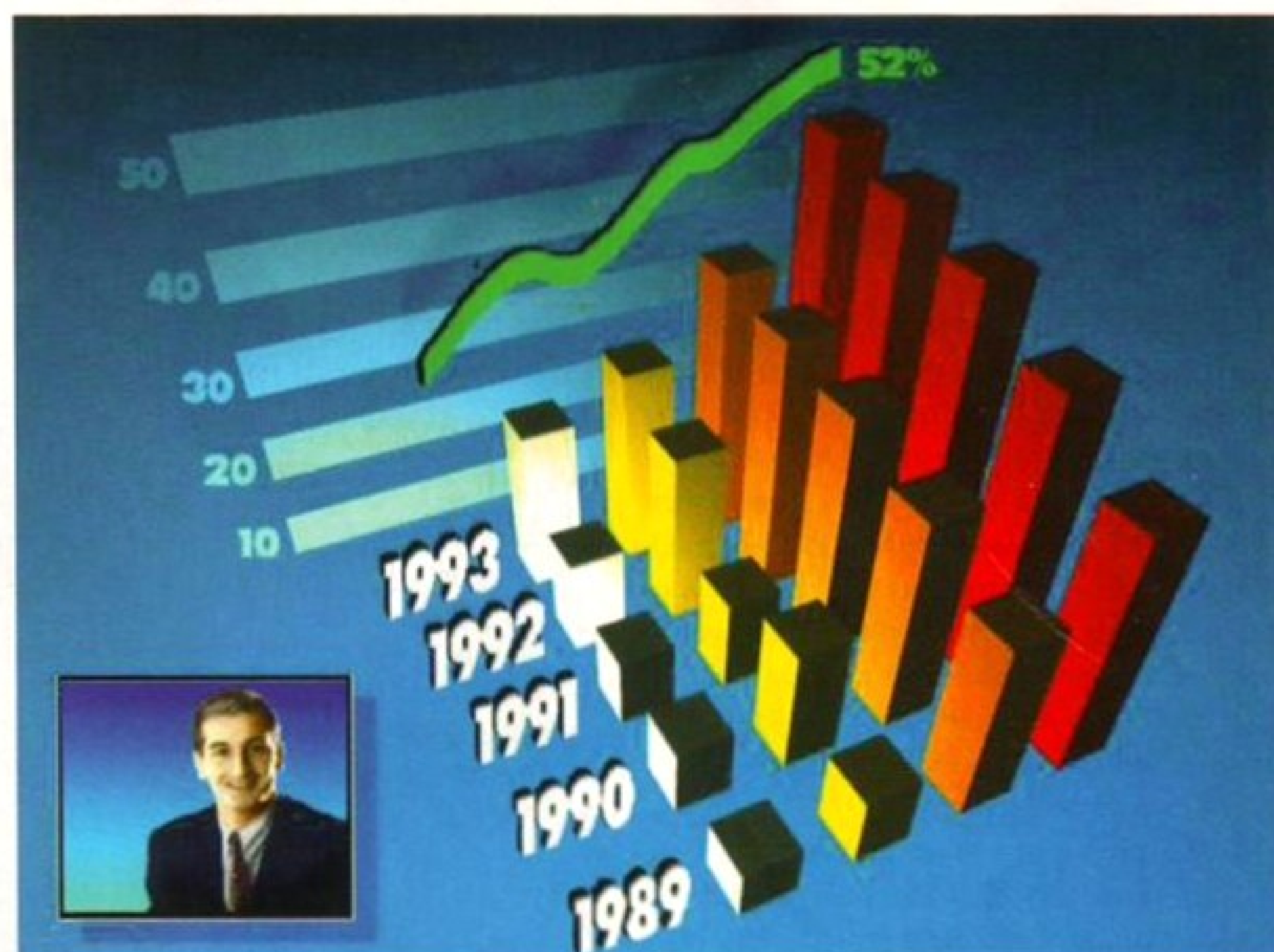
One of the big problems of the profusion of 24-bit cards is that while they all load and save IFF 24 format images, and most include software which can handle JPEG too, they all handle the image in different ways whilst they are actually painting on it. So you can't just get yourself a 24-bit card and then go out and buy *OpalPaint*, *TV Paint*, *VD paint* and *DCTV Paint*, because each program only works with its own display board.

This kind of situation is not helping the Amiga's reputation as a serious graphics workstation. Users are not free to combine the best in hardware with the best in software, or even mix and match to meet their budgets. It would be very nice to see *TV Paint* for Opalvision, or even a version that would work in 24-bits and display in the HAM-8 mode of the new Amigas, meaning you wouldn't need any 24-bit card at all.





TV Paint 2 allows ARexx functions be used interactively. For example, the Glass effect used here is an ARexx routine that picks up the area within a circle drawn by the user interactively, wraps it to a spherical shape, draws a soft-edged shadow offset to one side, places the sphere and applies a lightened highlight in two places.



The MacroSystem VLab frame-grabber now has much better support allowing full colour images to be grabbed from moving video and retouched in minutes.

allows you to zoom out the view of an image that is larger than screen size. This means that a super-bitmap can be worked on, whatever its size, within the constraints of memory. It is the ability to do this that makes *PhotoShop* for the Macintosh a versatile world-beater. Combined with Big-Edit, which loads parts of large images to edit, images of 4000x4000 or more can be worked on with ease.

The really astonishing thing about using larger than screen size images in *TV Paint* is the speed that it scrolls and zooms across and into them. One of the most frustrating things about true colour cards on the Amiga is that they are often slow to redraw – with Harlequin this is not the case.

Other new functions include natural drawing materials, pressure sensitive tablet support, and interactive Arexx tools. The addition of Convolution Tables to the LUT palette now gives true image processing tools to go with the colour manipulation tools. The tables can be edited and the result saved, but unfortunately the table in use is not named on the palette. The LUT 'aspect' panel can now be edited more easily so that false colour, solarising, negative and other effects can be produced easily. A range of 'preset' aspects similar to those used in the density and airbrush palettes would be useful here.

The addition of the new functions in version 2.0 has transformed *TV Paint* from a good to an excellent professional paint system. However, it still needs a few tweaks. The ability to apply image processing and 'mode' effects to selected areas is essential, and the same technique could probably be used to make proper masks superior to the colour based 'stencils' used now. If several of these masks could be active at once – as a series of individually selectable 'channels' perhaps – the dream Amiga painting system would exist, and *TV Paint* would be that system.

TV PAINT is available from Amiga Centre Scotland 089 687 583

TV Paint 2

SPEED ●●●●●
This has to be by far the fastest painting system on the Amiga.

DOCUMENTATION ●●●
Still quirky English, with reasonable reference and tutorials, but for £600 I expect more.

ACCESSIBILITY ●●●●●
Beautiful, but non-standard interface, now even more intuitive and easy-to-use.

FEATURES ●●●●●
Now with Floating palettes, Zoom Out of SuperBitmaps and interactive Arexx.

VALUE ●●
Much too expensive for the Amiga market, but you have to pay for excellence.



92%

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16-MAR-64   35 CAN'T BUY ME LOVE....................... A03   S6A  C1B
06-AUG-65   78 IT'S ONLY LOVE.......................... A05        C3A
05-OCT-62    1 LOVE ME DO.............................. A01   S1A  C1A
05-AUG-66  106 LOVE YOU TO............................. A07        C3B
01-JUN-67  128 LOVELY RITA............................. A08        C4A
05-OCT-62    2 P.S. I LOVE YOU......................... A01   S1B  C1A
28-AUG-63   17 SHE LOVES YOU........................... PMV1  S4A  C1A
04-DEC-64   62 WORDS OF LOVE........................... A04        C2B
06-AUG-65   73 YOU'VE GOT TO HIDE YOUR LOVE AWAY....... A05        C2B

QUERY | MOVE | DELETE | SORT | EDIT |   |   |   | SAVE |   | KEYS | EXIT F
HELP : Enter Date Value : Format [DD-MON-YY]
MODE [ADD/UPD]  CHAR[R]  SAV[Y]  DBR[0]  DDR[0]  DR[9]  BR[1]  BI[11]
```

Searching through a database of 210 Beatles songs for all of the titles containing the word 'LOVE' gives this result – and it only takes *Order* 11 seconds to do it!

Does your life need putting in some sort of order? Can't remember whether Kylie Minogue's greatest hits is part of your record collection? **Richard Baguley** looks at the latest version of a budget database from South Hams Software…

Order 2.05

Database ■ £19.95 ■ South Hams Software

DATABASE PROGRAMS ARE not the sort of programs that make people jump up and down with delight. They're not noted for their stunning graphics capabilities or for user interfaces that make you want to scream and shout. If you need a database program to keep track of information – be it clients' records or your own record or CD collection – then you'll want one that's reliable and fast, as well as being capable of dealing with your data in an efficient fashion, not something that's full of flashy graphics and sound.

Order promises a great deal, but at a very low cost. For only £19.95, you get a fully relational database, a sample projects disk containing seven example projects, a 200-page manual and a 60-page tutorial manual. The manuals we have are only the draft versions, but they seem to be adequate. A few more illustrations and screenshots would have made it look better.

The tutorial manual takes you through a few sample projects, and enables you to create your own in terms that don't assume that you've any prior experience with databases. It does, though, assume that you're familiar with the basic concepts of working with Amigas. The other manual is a reference guide for finding your way around the program.

PROJ [FORMULAS]   FORM [FORMULAS]   LVL [1/1]   PG [1/1]   DATABASE [FORMULAS]

SAMPLE NUMBERS AND FORMULAS

CODE	STOCK	PRICE EA	STOCK VALUE	VAT ON ONE	£ INC VAT	VAT CHECK	VAT ROUNDED
BA	3	24.36	73.00	4.26	28.62	28.6230	28.62
A	10	15.70	157.00	2.74	18.44	18.4475	18.45
B	100	15.99	1599.00	2.79	18.78	18.7882	18.79
C	6	36.34	218.04	6.35	42.69	42.6995	42.70
AB	19	1.78	33.82	0.31	2.09	2.0915	2.09
B2	14	2.55	35.70	0.44	2.99	2.9962	3.00
D	1001	3.52	3523.52	0.61	4.13	4.1360	4.14
E	78	37.17	2899.26	6.50	43.67	43.6747	43.67
ABB	15	13.44	201.60	2.35	15.79	15.7920	15.79
AZ	7	46.20	323.40	8.08	54.28	54.2850	54.29
FF	15	22.11	331.65	3.86	25.97	25.9792	25.98
G	77	101.20	7792.40	17.71	118.91	118.9100	118.91
HHH	1	0.99	0.99	0.17	1.16	1.1632	1.16
FGH	101	1.10	111.10	0.19	1.29	1.2925	1.29
ZZZ	42	99.76	4189.92	17.45	117.21	117.2180	117.22
ABC	43	99.75	4289.25	17.45	117.20	117.2063	117.21
123	2	11.14	22.28	1.94	13.08	13.0895	13.09
456	7	7.00	49.00	1.22	8.22	8.2250	8.23
789	11	4.32	47.52	0.75	5.07	5.0760	5.08
000	100	5.09	509.00	0.89	5.98	5.9807	5.98

QUERY | MOVE | DELETE | SORT | EDIT | | | | SAVE | | KEYS | EXIT F

HELP :

MODE [ADD/UPD] CHAR[R] SAV[Y] DBR[0] DDR[0] DR[1] BR[1] BI[20]

Fields can be set to calculate the contents of other fields in a similar fashion to a spreadsheet. This example from the tutorial disk is a stock database which calculates VAT. After altering the rate of VAT, the entire sheet takes about 20 seconds to update.

A normal database is like a card index: everything you hold on it takes up the space for one card, even if it's only one word. A relational database is different because the database can be spread over several files which relate to each other. For instance, you could have one file which holds a list of all the Beatles albums, and another which holds details of all the songs on these albums. Holding data saves space and makes accessing data quicker. You can also access it in different ways, such as starting from a list of songs and relating this to which albums they're on, or starting from the list of albums and moving on to songs on these albums. If you want to produce several different reports about the same data, this flexibility is extremely useful.

The program is in two parts: a Developer and a User program. This is apparently because of the way that HiSoft Basic (which was used to write the program) works. The developer program is used to set up your database, define the way that your data will be stored in it, and set up the reports to be produced from this data.

The user program is where you enter and view the data (through a screen referred to as a form), as well as actually printing the reports. The division of tasks between the two programs is well thought out, so you won't need to swap back and forth between them.

User interface wise, *Order* is rather primitive. Although it has improved from previous versions, it still looks rather ugly and unwelcoming, with an interface that doesn't follow Commodore's Intuition guidelines.

There are the usual menu options and a series of buttons at the bottom of the screen, each of which gives you access to a further set of buttons for various actions such as sorting, searching and entering data. Most of these are pretty obvious, and the buttons aren't difficult to use, but it looks rather basic compared with most modern commercial programs.

***Order* has got** plenty of functions for throwing data around, and these all seem to work fairly fast, especially when you are working from a hard disk. But it's no slouch when working from floppy either. It's not as fast as more expensive commercial databases, but unless you're working with extremely large amounts of data, then there shouldn't be a problem on this count.

You can put *Order* on to a hard disk, but the install program will only work with a drive called DH1:, so if yours is called anything different, then you'll need to rename it or set up an assign pointing to your disk. You also need to set up a couple of assigns which point to the *Order* directory.

If you're running a large company with hundreds of different stock items, you'd be a lot better off looking at something like *Superbase Professional 4* (***AF*39** – 90 per cent), because *Order* is not fast or powerful enough to handle that volume of data. But if you're looking to catalogue your entire record, video, stamp or comic collection or to give you a quick and easy access to a club database, then this could be what you've been waiting for. It's cheap, and it works. 'Nuff said.

ORDER
is available from South Hams Software 0752 880906

Order 2.05

SPEED ●●●
Reasonably fast, although it won't win any speed records.

DOCUMENTATION ●●●
All the information is there in detail, and it's indexed. The tutorial manual is good.

ACCESSIBILITY ●●●
Separating the program into two parts makes it rather inconvenient.

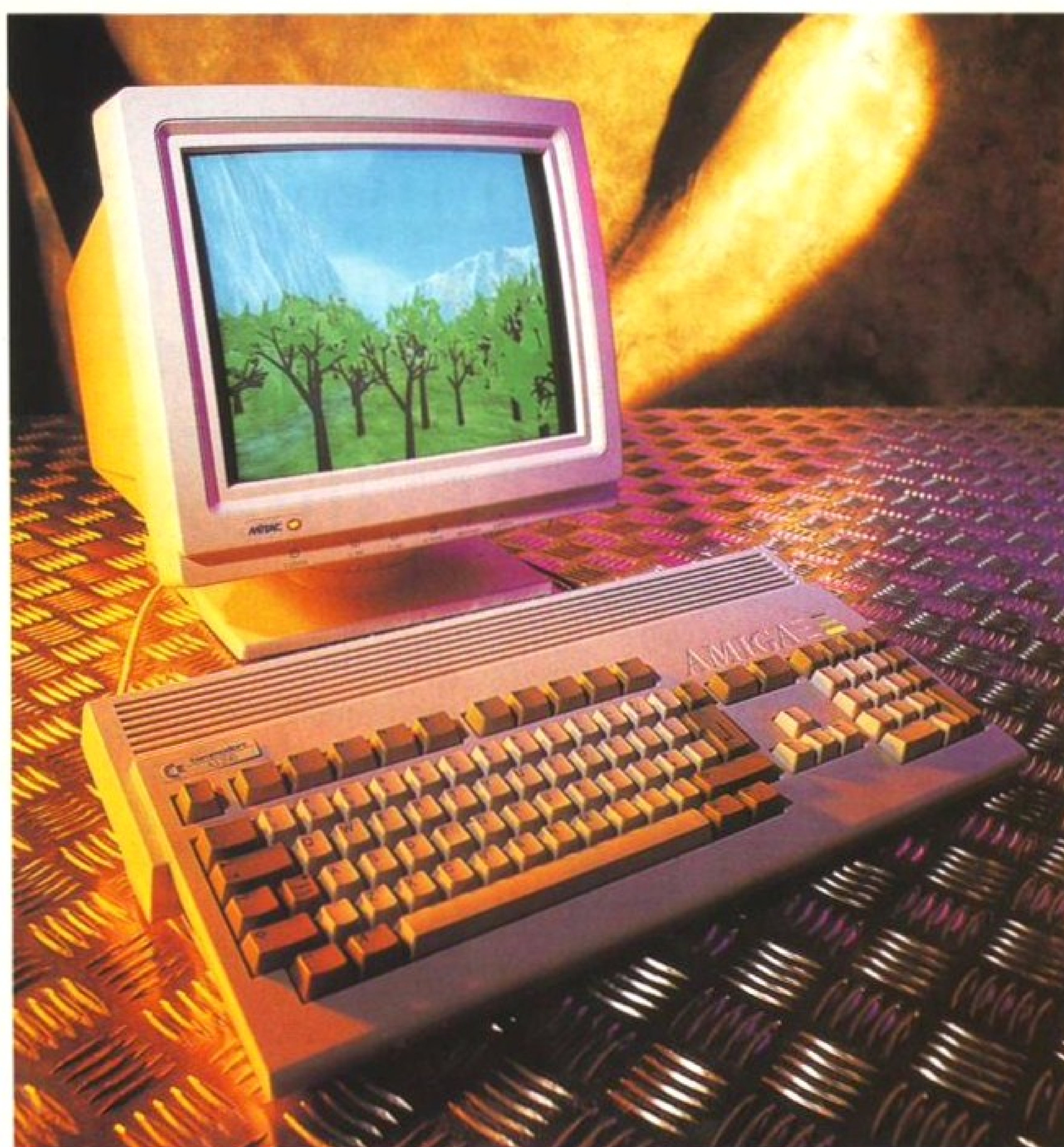
FEATURES ●●●●
All of the features you'd expect are here, plus many only found on more expensive programs.

VALUE ●●●●●
It's no *Superbase Pro*, but for £20 it's extremely good value.



80%

Good quality multisync monitors cost an absolute fortune. Until now that is. **Richard Baguley** connects his Amiga to a new, low cost high performer...



The picture quality produced by the Vanilla Monitor is excellent, but games that boot from floppy disk can't be played on it.

Vanilla Monitors

Multisync monitor ■ 15-inch £385, 17-inch £575, 20-inch £1,130 ■ Mitac

THE NEW VIDEO modes that the AGA chip set has brought about are enticing, but standard monitors can't display them – and the flicker of the high-resolution modes can drive you insane. Workbench 3 includes some high-resolution flicker-free monitor modes to counteract this, but a standard monitor can't display these either.

To utilise the new modes, you will need a multisync monitor that can cope with the Amiga sending information at a higher frequency than before. If a monitor can display signals at a higher frequency, you can also get rid of the interlace flicker by using one of the Amiga's new hi-res modes to send the entire screen at once, instead of sending it in two parts, which all interlaced modes do.

The Vanilla monitors can display signals at frequencies between 28 and 64Khz, which means that they can cope with all of the new AGA modes, but not the standard modes used on the A500. However, it is possible to use these modes on an A1200 or A4000 using a setting in Workbench called Promotion. If a program tries to open a non-interlaced screen (a screen that's 256 pixels high), Workbench will 'promote' it to a higher frequency screen (a 512 pixel high screen). The program thinks it's running on a lower resolution screen, but the signal sent to the monitor is at a higher frequency. This works for most programs that open screens in a legal fashion, but if you try to run a program that disables the operating system (as most games and video programs do), or runs off a floppy disk, the chances are the monitor won't be able to cope with it, and you will end up with a screen full of rubbish.

The monitor is well constructed, and looks more attractive than the Commodore offering – the 1960. The review model has a 15-inch screen, which dominates the front of the machine, but 17 and 20-inch models are available – the extra few inches aren't cheap though. Rotary controls for contrast, brightness, vertical and horizontal height and vertical phase are located just below the screen for easy access, though the power button is at the rear.

The screen is slightly darker than a 1084S, even with the contrast and brightness turned right up. This is probably because of the extra screen area, and it's something that's common to all monitors. The extra size and good design of the monitor make it easy to both use and look at, and its colour matches the A1200 well. The on-screen image does waver slightly when the monitor has just been turned on, but it soon settles down, and again this occurs with most monitors. (It's usually a good idea to leave it to settle for around 10 minutes.)

Unfortunately, the review model supplied does not work on an A4000/030, although Peter Strong of New Horizon is addressing this problem. It works fine with an A1200, and some updated monitor devices are included which improve the overscan area that can be shown on-screen.

There are no speakers in the Vanillas, but this isn't unusual with monitors of this type, because they are usually designed for use with PCs, which either have internal speakers or rely on a set of external ones. An extra £40, will buy you a pair of speakers that are superior to those fitted to most monitors though, so it's not too much of a problem.

We only have a draft of the manual, but it seems OK. The final version will also include a disk of scripts to install the new monitor drivers and the new overscan preferences files.

A Vanilla Monitor is useful for Amiga users who are seriously involved in graphics, and who don't play many games. This is because unless you've already got a 1084 monitor, you *won't* be able to play *most* games on it. But if this isn't a problem this is a very good monitor at an excellent price.

VANILLA MONITORS are available from New Horizon Computers on 0989 750260

Vanilla Monitors

CONSTRUCTION ●●●●
Well built and looks good. The screen is bigger than the Commodore 1960, but the case is smaller and weighs less.

PICTURE QUALITY ●●●●
On-screen picture quality is extremely good, and there is no trace of the common problems found with cheaper monitors

FEATURES ●●●
Can't run with programs that boot from floppy or that can cope with mode promotion.

VALUE ●●●●
Cheaper and better than the Commodore 1960 monitor. Prices include swivel and tilt stand and cables.



85%

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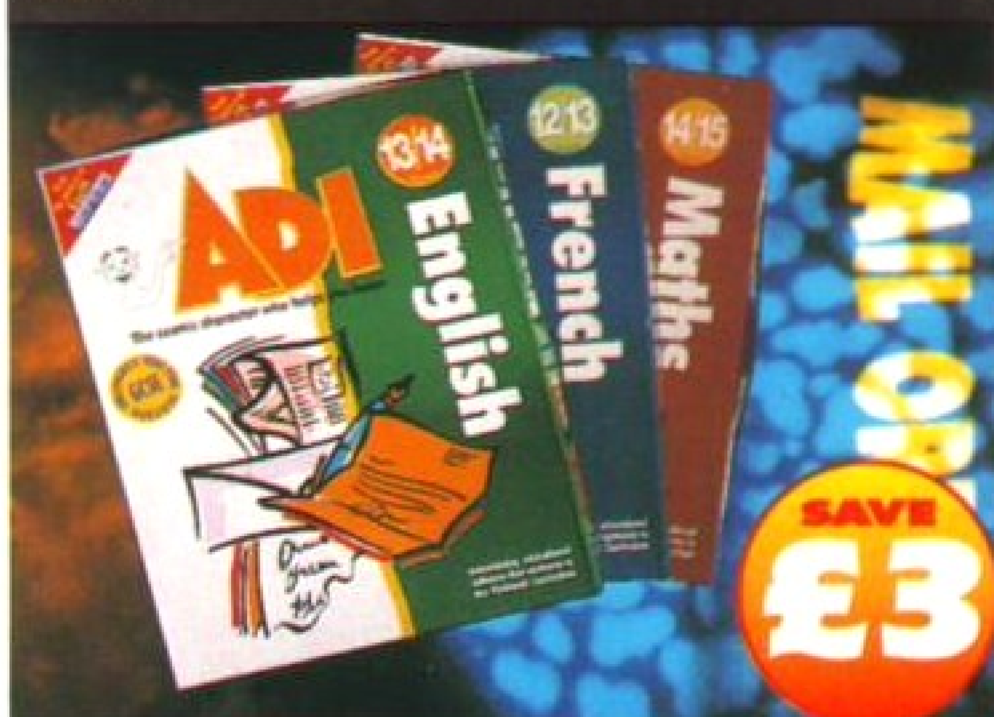
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MacFormat 2
out May 4th

A new kind of Apple Mac magazine

ADI



From Europress comes the *ADI* series – educational programs for 10-to-15-year olds. Adi is a cute alien who guides students through three GCSE subjects.

Description	11-12	12-13	13-14	14-15	Price
ADI Maths	AF253A	AF253B	AF253C	AF253D	£22.95
ADI English	AF254A	AF254B	AF254C	AF254D	£22.95
ADI French	AF255A	AF255B	AF255C	AF255D	£22.95

History Line



The course of the Great War is explored in this excellent war/strategy game from Blue Byte. Based on their earlier successful game *Battle Isle*, *History Line* scored an incredible 94 per cent in *AF*43.

Description	RRP	Price	Order Code
History Line	~~£34.99~~	**£29.99**	**AF251**

VideoMaster



MicroDeal's new combined audio and video digitiser enables you to capture both sounds and pictures for manipulation on your A500 or A500 Plus, allowing you to make your own multimedia movies.

Description	RRP	Price	Order Code
VideoMaster	~~£69.95~~	**£64.95**	**AMF245**

Sportsmasters



Not only *PGA Tour*, the best golf game ever (and don't believe anyone who tries to tell you other wise), but *Indianapolis 500*, *Advantage Tennis* and *European Championship Soccer 1992*, all in one box. Buy it!

Description	RRP	Price	Order Code
Sportsmasters	~~£29.99~~	**£24.99**	**AF252**

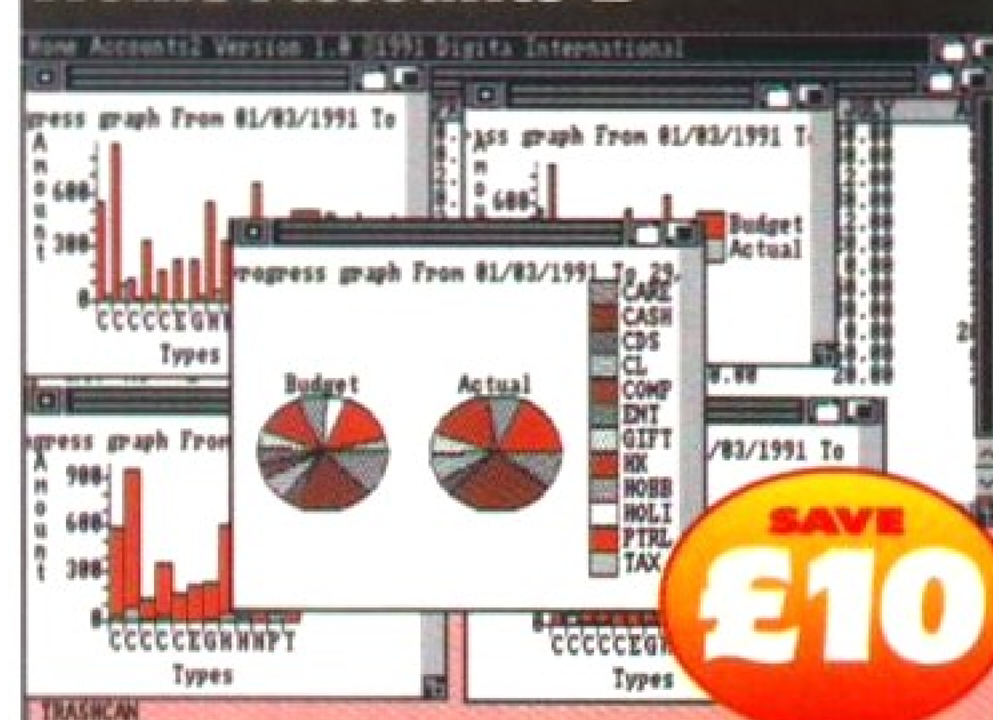
Fun School 4



Let the kids and the Amiga make friends, with Europress' acclaimed educational software!

Description	RRP	Price	Order Code
Teddy Disk	~~£24.99~~	**£17.99**	**AM231**
Frog Disk	~~£24.99~~	**£17.99**	**AM232**
Spy Disk	~~£24.99~~	**£17.99**	**AM233**

Home Accounts 2



Described by ***Amiga Format*** as "a package which will suit any household", this is the ideal way to keep track of your financial affairs, from what's in your cheque account to how much is left after the bills!

Description	RRP	Price	Order Code
Home Accounts 2	~~£54.99~~	**£44.99**	**AF229**

Amiga Format Mail Order

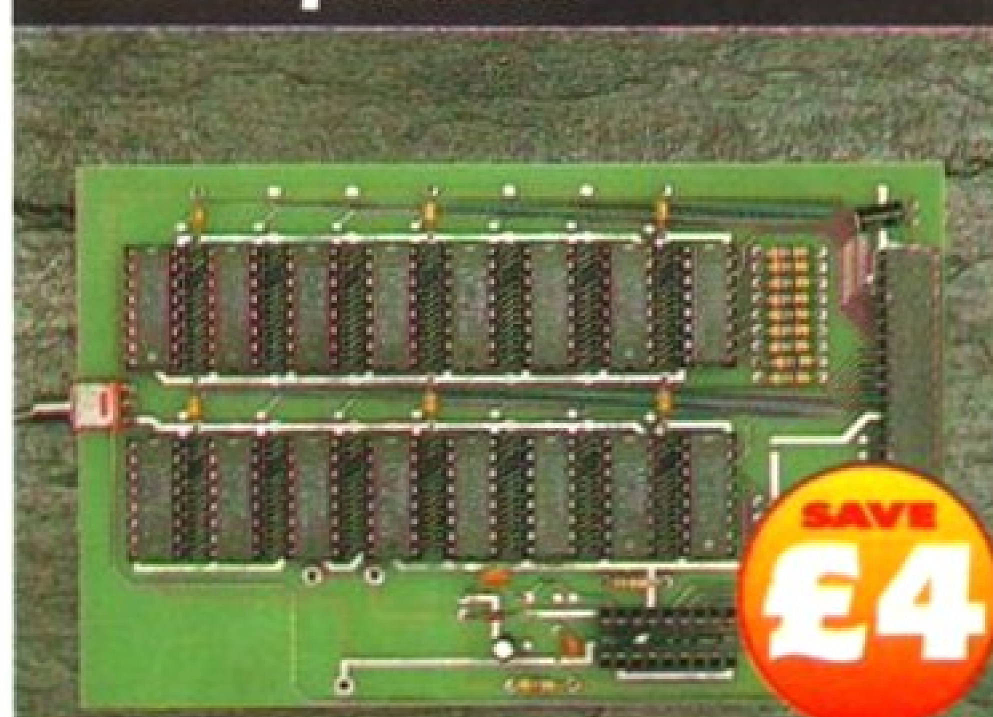
mini Office



Everything you need to turn your own home into an integrated business environment – all in one handy package. A word processor, spreadsheet, database, graph utility and disk organiser in a complete set.

Description	RRP	Price	Order Code
Mini Office	~~£59.99~~	**£49.99**	**AFMinOff**

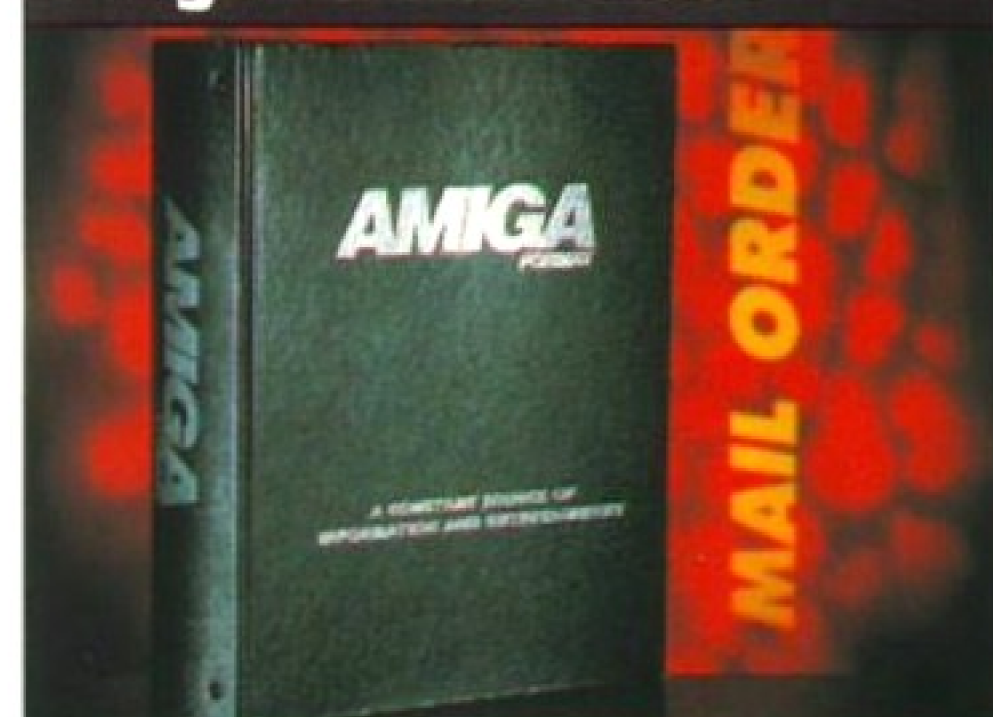
RAM Expansion



It's well over a year since new Amigas were sold with less than 1Mb of memory. Nowadays many games, as well as most serious software, require that magic meg. Here's a bargain way to upgrade your A500.

Description	RRP	Price	Order Code
512K RAM Expan	~~£29.99~~	**£25.99**	**AM237**

Amiga Format Binder



Are you tired of all your ***Amiga Format***s being left scattered all over the floor? If so, protect them with these stylish and practical black-and-silver binders.

Description	Price	Order Code
One binder	**£4.95**	**AF108**
Two binders	**£9.00**	**AF109**

The Amiga Format Star Buys

AF Amiga Accessories



If your bedroom or lounge, or wherever is anything like the *AF* offices, you'll be needing a dust cover for your Amiga. Designed in a nice grey they're just bound to be all the rage in 1993.

And knowing that co-ordination is the key, we've created matching mouse mats and disk wallets as well. The covers and wallet are resilient and water resistant and the mouse mat is well... sort of flat and grey actually. Get them now, or get them later.

Description	Price	Order Code
A500 dust cover (not pictured)	£8.99	AF5 DUST7
A600 dust cover	£8.99	AF6DUST
Monitor cover	£12.99	AFMONIT
Disk wallet (not pictured)	£3.99	AFWALL
Mouse mat	£7.99	AFMAT

Special offer, buy a full set and save money.

A500 cover, monitor cover, mouse-mat, disk wallet	£29.95	AFCOVERS5
A600 cover, monitor cover, mouse-mat, disk wallet	£29.95	AFCOVERS6

New Technosound Turbo



This recently updated sampler from New Dimensions enables you to grab digitised sounds, then sequence them into simple compositions. It also contains a new cartridge, an updated manual *and a* set of audio leads.

Description	RRP	Price	Order Code
Technosound Turbo	~~£35.95~~	**£29.95**	**AF246**

StereoMaster and free Quartet software

This update of *MasterSound* is an ideal entry-level sound sampler. It features an improved, easy-to-use graphic interface, and as an extra special offer we are throwing in for free, the excellent *Quartet* sample MIDI sequencer. This powerful, but easy to use, four-track sequencer will enable you to build your sampled sounds into full music tracks.

At this price, no budding Amiga musician can afford to miss it.



Description	RRP	Price	Order Code
StereoMaster and Quartet	~~£39.95~~	**£29.99**	**AF234**

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AFM/5

The AMIGA FORMAT Collection

AMOS Compiler & AMOS 3D

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If you want to get the most out of *AMOS*, why not buy the two most popular *AMOS* extensions in one pack? The *Compiler* translates your *AMOS* creations into standalone 100 per cent machine code, while *AMOS 3D* lets you create amazing 3D worlds!

Description	RRP	Price	Order Code
AMOS Bundle	~~£64.99~~	**£49.95**	**AF247**

AMOS Professional

SAVE £10

This is one of the highest-rated programs ever reviewed in ***Amiga Format***. Top of the *AMOS* range it updates the famous *AMOS* extended basic programming language with new commands and facilities that make it a real winner! (Needs 1Mb minimum.)

Description	RRP	Price	Order Code
AMOS Pro	~~£69.99~~	**£59.99**	**AFAMPRO**

Easy AMOS

SAVE £5

Designed for the beginner who wants to learn programming but doesn't know where to start, *Easy AMOS* is more than a programming language. Based on the successful *AMOS*, it has many helpful examples and detailed explanations to help you learn.

Description	RRP	Price	Order Code
Easy AMOS	~~£34.99~~	**£29.99**	**AF250**

Graphics Workshop Manual

Graphics Workshop is a drawing package so special that, along with all the normal tools you would expect from a top paint program, you get some powerful extra utilities.

You're not limited to using one custom brush, you can pick up and store up to 10. It also features ANIM and Animbrush forms of animation, and a cell system which is probably the most powerful animation system on the Amiga. Why not get the most out of this top program by buying this illustrated instruction book and tutorial guide (with a special tutorial disk).

Description	Price	Order Code
GWManual	**£13.95**	**AF249A**

AMOS Manual

If you want to make the most out of *AMOS The Creator*, this is exactly what you need. It's the complete manual, as supplied with the package, and it also includes an Extras disk that contains all the example programs and extra bits and bobs that we couldn't fit on the *AF* Coverdisks. We'll continue to give lots of tutorials and advice, and show you techniques for creating specific kinds of programs as a regular feature in *Amiga Format*, so you wouldn't be stuck without this book; but as the complete reference work, you'll find *The Manual* will make your *AMOS* career far more enjoyable and creative!

Supplied book is perfect bound!

Description	Price	Order Code
AMOS Manual	**£13.95**	**AF249**

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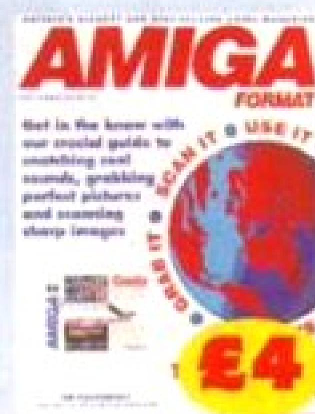
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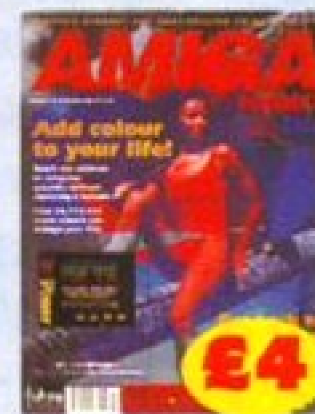
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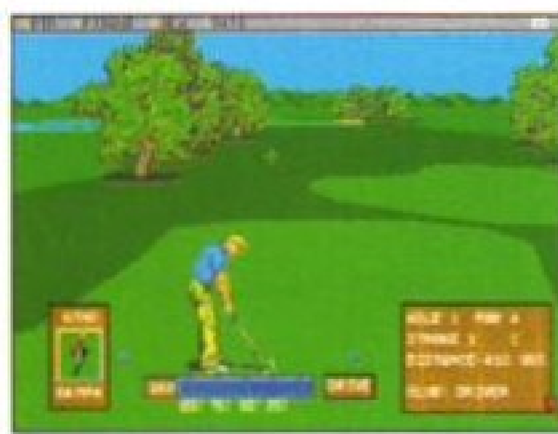


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We will also give you the choice of any one of these great freebies...



Wizkid
A stunningly bizarre platform puzzle adventure game from the inappropriately named Sensible Software. Wizkid scored 93 per cent in **AF**37. And it deserved every single point.

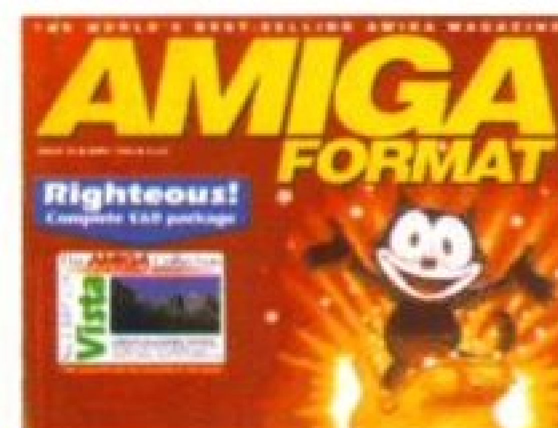


Sportsmaster
Four sports sims in one box. Most notable for the wonderful PGA Tour Golf, a game which no-one should be without. Plus Advantage Tennis, Indianapolis 500 and European Cup Soccer. Scored 90 per cent in **AF**44.



History Line 1914-18
This superb war strategy game is based on the same principles af the FG scoring Battle Isle. This time it's the course and events of WW1 that you are controlling. It scored a massive 94 percent in **AF** 43.

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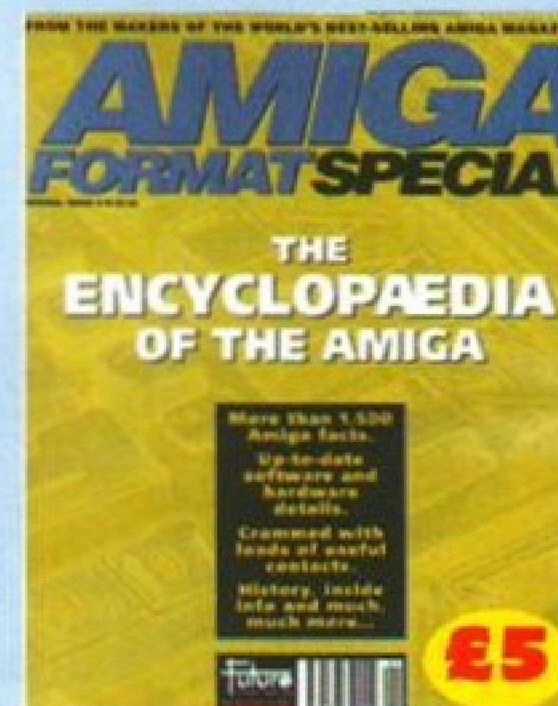
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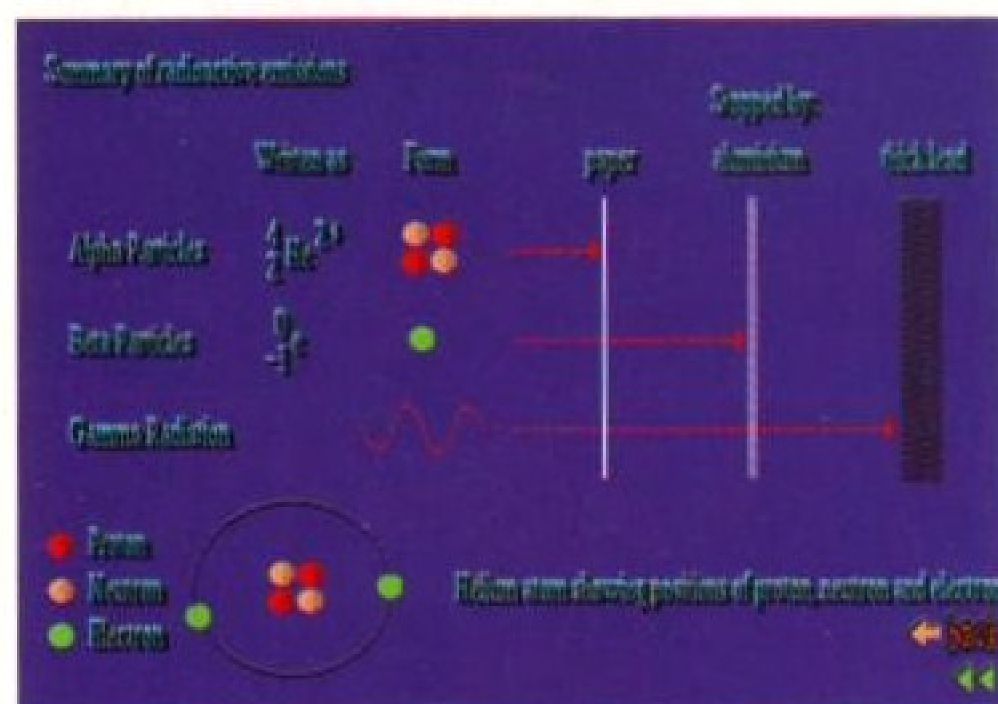
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PD Update

Verily the cold, hard winds of recession did bite upon the huddled masses, but **Richard Baguley** didst distribute cheap and free software to the masses, in the name of Public Domain...

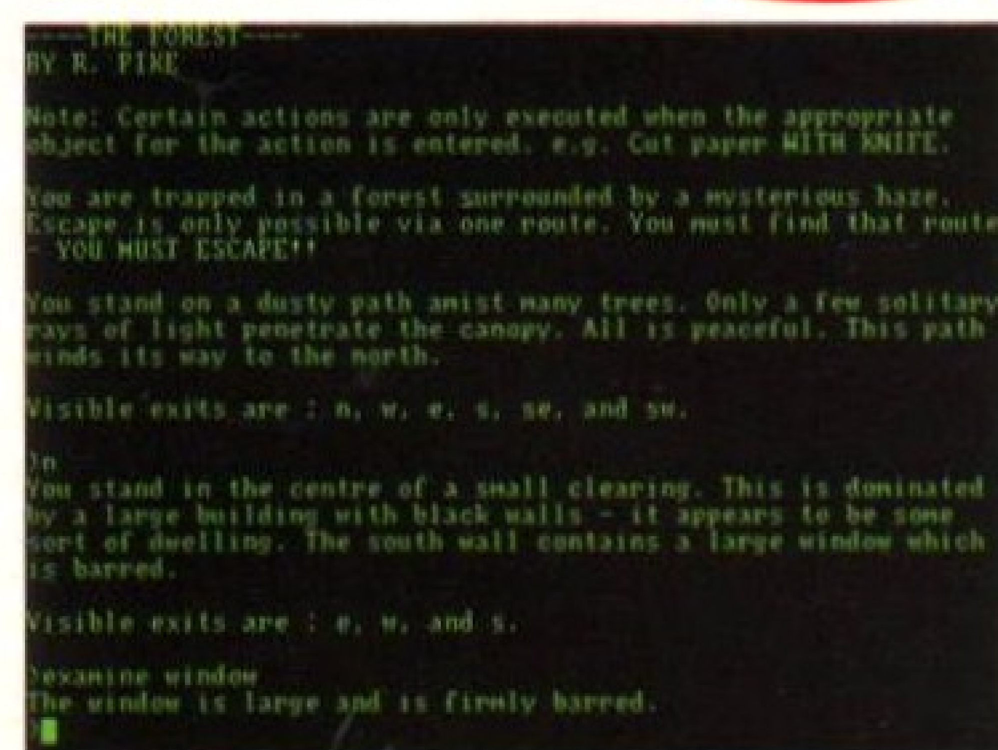
DISCOVERY OF THE ATOM — EDUC
PAUL MATTHEWS



From *Discovery of the Atom*. Lead may stop gamma radiation, but what about a copy of *Amiga Format*?

Did you know that Hitler set up a team of top scientists to develop Germany's atomic bomb on 7 September 1939, or that Rhenium has an atomic number of 75 and an atomic mass of 186.207? If not, you may be interested in having a look at this educational presentation by Paul Matthews. It's written using *CanDo*, and contains a lot of useful information, if you're either interested or studying this subject. It's divided up into a series of sections about the various aspects of the discovery of atomic structure and nuclear weapons, most of which are text based, and it can be rather dry in places. It's not PD, but if you send Paul £3, he will send you a personalised copy.

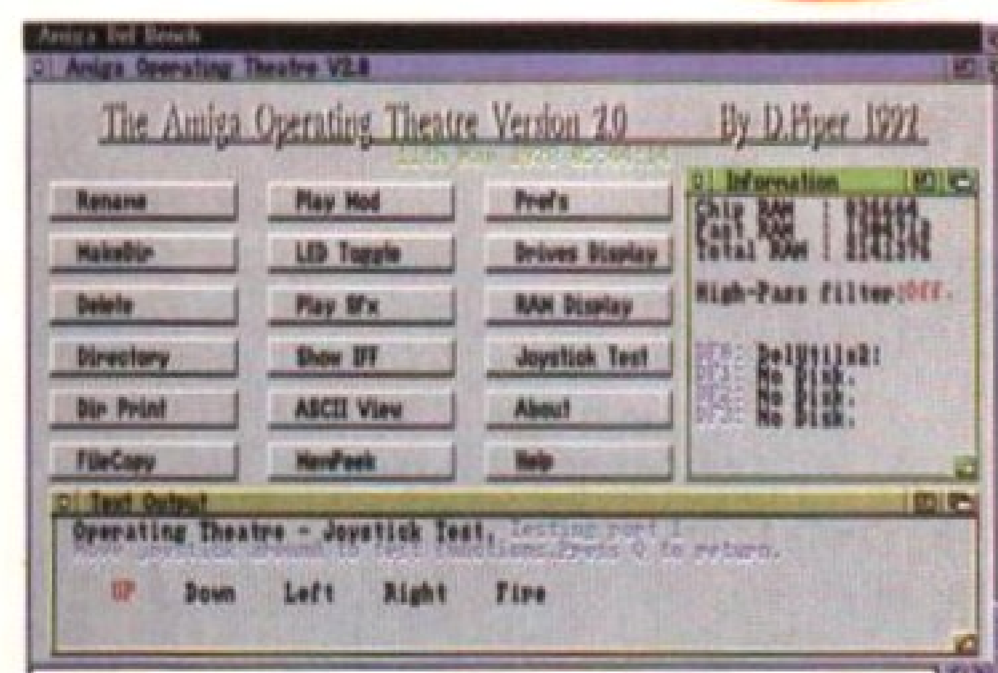
F.R.A.C. — TOOL
PDSOFT V850



Ah, the memories come flooding back... I remember playing games like this when I were a nipper...

Short for *Fantasy Roleplaying Adventure Creator*, this (in case you hadn't guessed) is a program for designing and writing your own text-based adventures, in the tradition of many ancient and venerable programs on computers such as the BBC and Spectrum. The program and the adventures it produces are rather basic (with limitations like only having 255 locations), but the disk also contains an excellent run through of the basics of parsing (interpreting the replies typed in by the user), and how to code.

DELUTILS 2 — TOOL
NBS



The Amiga Operating Theatre from the *DelUtils* disk includes several useful tools like a joystick tester.

A collection of utilities, including a cross between a utility program like *SID* and a diagnostic program. As well as the usual delete, rename and create directory commands, you can test a joystick, view an IFF file, view a text file, play a *SoundTracker* module or take a delve through the memory of your Amiga. Also included is a *SoundTracker* song player that adds psychedelic screen effects to the song, although they are more likely to give you a bad headache than blow your mind.

STARBURST — GAME
COMPUTER & DESIGN SERVICES G111



Eek! it's all those alien-type thingies swarming all around me in *Cybernetix*!

Here's a collection of oldie, but particularly goldie-type space games, including *Cybernetix* (which is a *Defender* clone), *X.F.I.* (*Tron*-style light cycles), *Galaga* (*Galaxians*) and *Revenge of the Mutant Camels*, in which Jeff Minter gets very weird with a camel and a goat. Don't ask me to explain the last of these, because it's very weird. Most people who've been involved in PD for any more than a few months will have some of these in their collection, but if you're a newcomer, this is an excellent place to start off your PD games collection.

SATTRACK — UTIL
PDSOFT 821



So if Cosmos 20 will be overhead tonight, perhaps we can bounce our illegal satellite TV station off it...

There are, apparently, many thousands of pieces of metal floating around in the sky above our heads. If you're into HAM radio, some of them even make interesting noises. Given the size of the sky and the speed at which some of them move, they can be rather difficult to pin down. This program does all of the hard work

Continued overleaf

OCTAMED PRO V2 — TOOL
AMIGANUTS

Recent versions of *Octamed* have been powerful, but only available as commercial programs from Amiganuts. But now it's good to see that Teijo Kinnunen is releasing it into the Public Domain.

It's a good program for creating songs using samples, but it can also control MIDI instruments, and includes synth sounds, which uses the sound generator chip in the Amiga. These sounds take less memory than samples, and can be created and edited in *Octamed Pro*.

You can also view a song on a proper musical stave, instead of the more usual table of numbers view which most musicians and newcomers to computer music find intimidating. If you're interested in computer music, this is an excellent starting point.

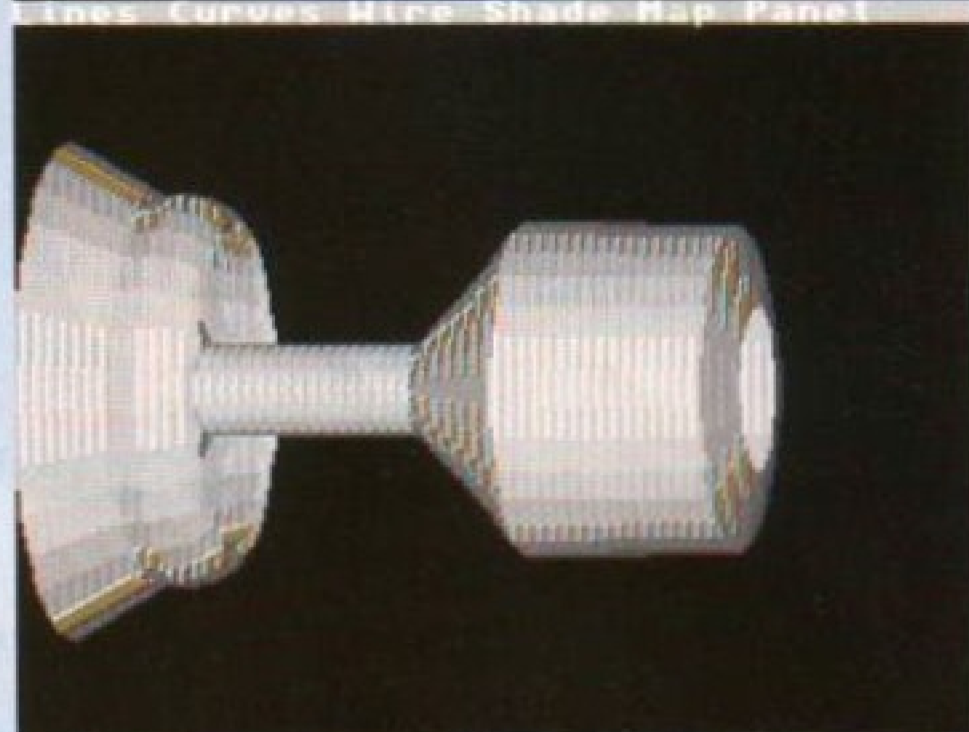
***Octamed Pro 2* at work. Only the professional versions can show your tunes on a stave.**

3D DESIGNER RAY TRACER

UTIL

PDSOFT V861

A collection of ray tracing and related programs, including the excellent shareware program *C-Light*, the powerful, but difficult to use, *DKBTrace* and Surf – a simple but impressive 3D modeller. All of these programs have been around for a few years and aren't likely to win any awards for user friendliness or the quality of the output, but they are all still good programs for experimenting with. The programs included can be rather difficult to get the hang of, but they're well worth investigating if you're interested in getting involved in ray tracing, and either can't afford commercial programs like Imagine or *Real 3D*, or want to try before you buy.



You can create your own weird shaped and unusual objects with *Surf*, one of the programs on the 3D designer ray tracer disk.

TOP 10 DEMOS OF THE MONTH

Every month we print a chart of the top 10 demos from a popular PD library. This month it's the turn of...

PATHFINDER PD 0274 565205

1.	SL Manager	PG106
2.	PFPD Games	PG134
3.	Cybernetix	PG139
4.	AMOS CRICKET	PG129
5.	Escape	PG81
6.	DCopy	PU55
7.	Accounts master	PU122
8.	Super Pacman 92	PG103
9.	Wizzy's Quest	PG41
10.	Act of War	PG153

for you. All you need to do is to tell the program where you are, and which satellite you're interested in. It will then plot the orbit, and even sound an alarm when it's overhead. It runs in interlace, and the deep blue colour scheme makes it rather difficult to read the screen, but if you're into HAMing your way through the nights, this could be very useful. It uses a scheme called Keyware, where many of the functions of the program are disabled until you send the author $20, and he sends you a keyfile in return.

GRAPEVINE 14

MAG

TELESCAN



A cautionary tale for all you naughty pirates out there from issue 14 of the *Grapevine* disk magazine.

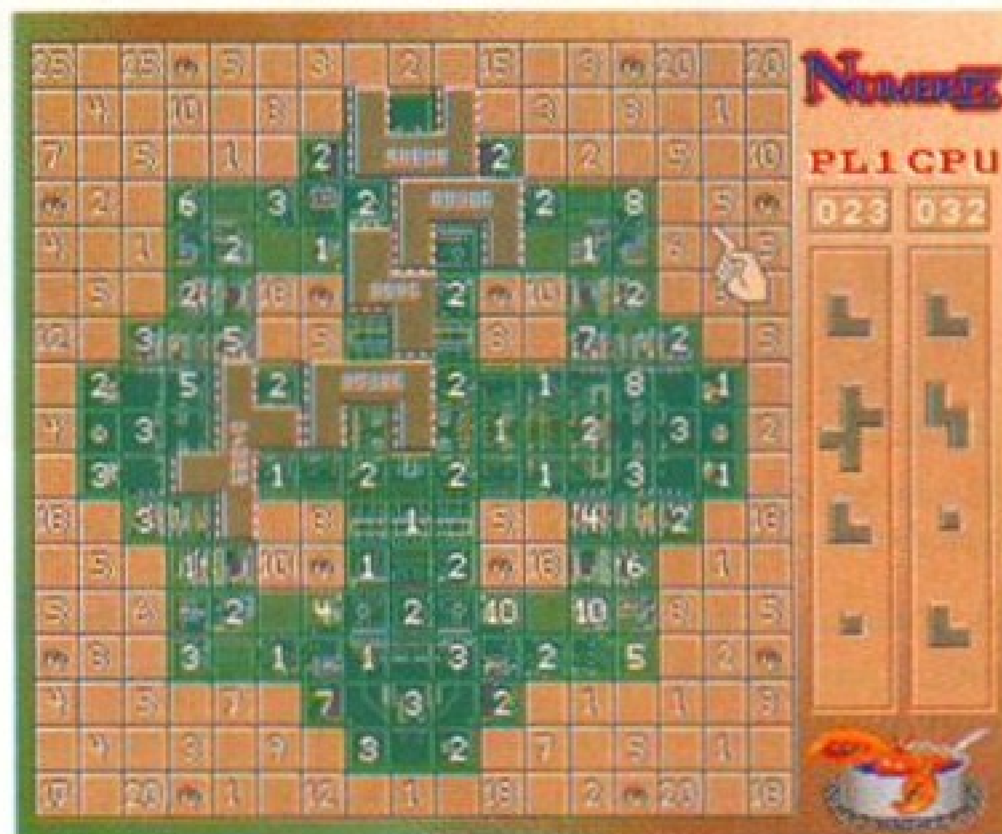
What exactly is *Grapevine*? Well it's probably one of the longest running, and most widely respected disk magazines currently in circulation, and given the contents of this diskzine, I'm not surprised. It comes on three disks, all of which are full of interesting articles on subjects ranging from software piracy to posting *E-Mail* messages.

The highlights include an article by Allister Brimble, of the coding team cum software house Team 17, on creating music and sound effects for games, and features on how to have a number one hit. It's not just computer stuff: there are also sections on comics, music, poetry and how to speak Glaswegian.

NUMERIX

GAME

NBS G315



Hurm. I've only just started playing the Scrabble-like *Numerix*, and the computer's already beating me...

This game bears a certain resemblance to Scrabble, but it's different enough to make it rather interesting and avoid any legal implications. Instead of letters, you've got to get the maximum score by placing differently shaped pieces on a board covered with numbers. Your score is determined by which numbers you cover up with your piece, so you've got to choose your placing carefully. There's also a penalty for taking too long, but fortunately this can be turned off. The board is divided into two sections, and you can't put pieces on the outer part until you get more than 75 points.

You can play a friend or the computer, which plays a good game. There are four different boards included, all of which have a different theme, including a set of pieces based on various chips. It's written by two chaps, Gary Brown and Neal Boyd, using the *AMOS* programming language, and it's extremely good. AF

WHERE TO GET THE DISKS IN THIS ISSUE

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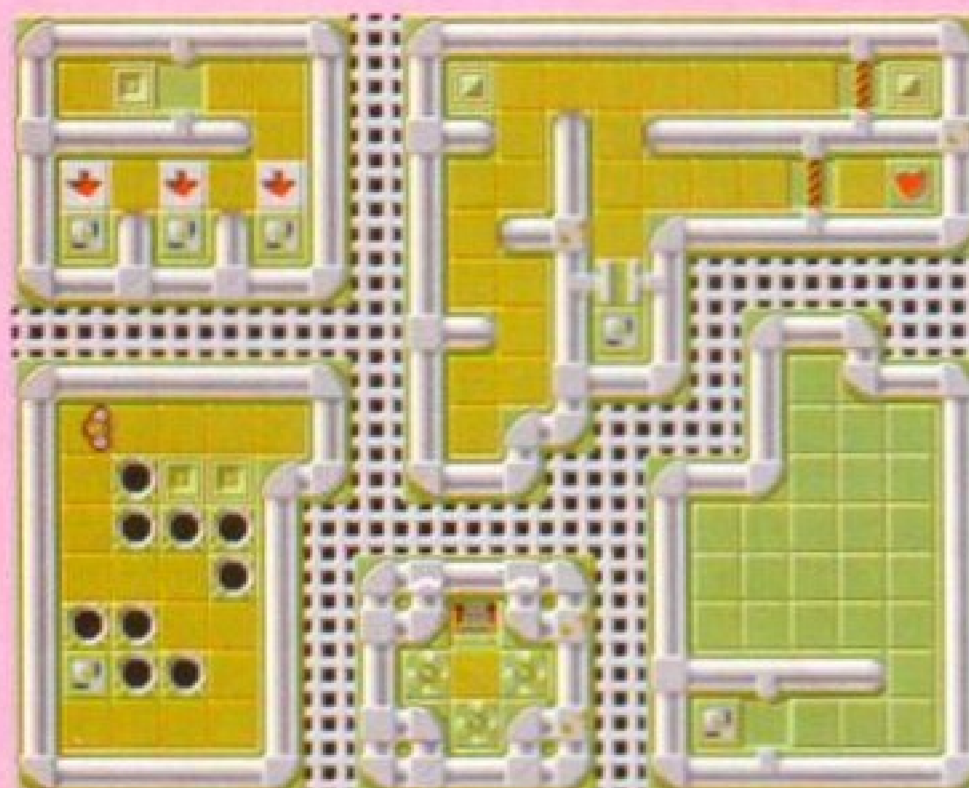
COMPUTER AND DESIGN SERVICES: Dept PD, 24 Blackmoor Croft, Tile Cross, Birmingham, B33 OPE. 021-779 6368

ESCAPE2

GAME

PATHFINDER PG161

This is version 2 of the game *Escape*. It's a beat-the-clock type puzzle game, where you have to send your little man scurrying across a landscape, treading on certain squares which open doors, giving you a bonus life and teleporting you to another part of the screen, and so on, while you avoid holes, collapsing squares and numerous other nasties. There's also a level designer, so you can set up your own fiendish levels, although you can't save these unless you buy the full version. There are a variety of levels, they're all tough and require a good deal of thought and a variety of approaches. It's only a demo version on this disk, but the full program is well worth the fiver that author (Mark Page) asks for.



Here you need quick reactions to get from the top left to bottom right while avoiding the holes and whirly things.



Part of the intro anim from *Escape 2*. It's fairly simplistic, but it makes good use of *Vista*-generated landscapes.



CUT, TICK & POST.....CUT, TICK & POST

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GAMES

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PG021 ATIC ATAC Really playable game! + Y
PG026 CASTLE OF DOOM Excellent! Get it + Y
PG028 COLOSSUS & WORLD Fab adventures !+ Y
PG029 CROSSWORD COMPILER As it says !+ Y
PG032 DRAGONS CAVE D&D style game Mega+ Y
PG034 ETERNAL ROME Strategy & DOMINOES+ Y
PG046 HACK Great text adventure-infocom style! +Y
PG047 HOLLYWOOD TRIVIA Nice Trivia Game! +
PG048 HOLY GRAIL One of the best Text adventures+ Y
PG053 LARN A superb text adventure game + Y
PG059 LORE OF CONQUEST space trading D&D game Y
PG062 MENTAL IMAGE 1 Gridrunner invaders & rebound+
PG063 MORIA Adventure now version 5.4! +Y
PG068 NO MANS LAND Hi tech war game-shoot em up. +Y
PG071 POM POM GUNNER Like beach-head on the 64+Y
PG072 PROPERTY MARKET Become a millionaire !!!
PG074 RETURN TO EARTH Elite space trading game! +Y
PG079 SEALANCE A submarine strategy game +Y
PG094 TRAIN CONSTRUCTION KIT make own tracks+Y
PG101 THE INSIDERS CLUB Stocks & shares game
PG110 SUPER SKODA CHALLENGE Nice car racegame!+Y
PG121 A500+ GAMES PACK 21 games to run on a plus+Y
PG127 AIRMANIA Super platform game from Addware + Y
PG139 DUNGEONS OF MADROU Excellent D&D game+Y
PG140 MIND GAMES Stacks of fun with this !Y
PG153 WAR very good strategy/arcade game+Y
PG164 GAME TAMER 2.3 joystick tester & 268 cheats+Y
PG174 AMOS CRICKET Shareware cricket game,1 or 2plr+
PG175 SPACETRAX 2 player shoot each other up game+Y
PG178 MENTAL IMAGE 2 Three Excellent new games +
PG181 STRIKEBALL Baseball type game done in Amos +Y
PG182 ETHOS Simple graphical adventure Sinbad style+Y
PG183 CATACOOMBS great D&D style game. VG.GFX +Y
PG184 FATAL MISSION Very good Shootemup game +
PG189 SPACE RESCUE Super scramble like shoot em up!+
PG190 TOP SECRET An exellent quality platform game!+
PG191 ACT OF WAR New space strategy game! +Y
PG199 CASHFRUIT Nice fruit machine game! +Y
PG200 ALL ROUNDER CRICKET New cricket game!+Y
PG202/3 IRON CLADS Good strategic war game!(2)Y
PG204 THRALLBOUND Text adventure with graphics!+Y
PG205 SOCCER CARDS Football managing game!+Y
PG214 LEGEND OF LOTHIAN Superb Ultima type game!!+Y
PG218/9 CLASH OF THE EMPIRES Super strategy!+ Y
PG220 MICROMARKET V1.1 Good stock& shares game! +Y
PG221 OXYD Roll marble to different stations! + Y
PG226 3D GAMES 3 games done in 3d construction+Y
PG227 IMP WALKER 3d walker shoot em up & more +Y
PG242 MR & MRS Great platform adventure game! +Y
PG243 NIRVANA Cute speccy type platform game!
PG244 NUMERIX Very nice puzzle type game! +Y
PG247 PICTURE TILES Nice picture puzzle game + Y
PG248 WILLY IN CASTLE OF DREAMS Fab platformer!+Y
PG249 LEEDINGS 5 level demo shareware game!+Y
PG250 FRUIT SALAD Very nice platform game! + Y

ASSASSINS GAMES PACKS!

The best selection of PD games ever assembled anywhere now all autoboot on A1200! (though not all games will run)Something for everyone!

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ASI 2 Invaders,Bally 2,Missile command etc!+
ASI 3 Megaball & Drip Superb gamepack! +Y
ASI 4 Frogger Go Moku,Cracker Jumpy etc!+
ASI 5 Raid, Go Looly & Retaliator+Y
ASI 6 Pacman Downhillchallenge Welltrix etc!+
ASI 7 Moonbase, Trix,Nightworks Clauderunner!+
ASI 8 Airace2,Hball,Snakepit & Numberfumbler!+
ASI 9 Features Battle pong & Blizzard! + Y
ASI 10 Escape, Pipeline, Pickout & Sys!+
ASI 11 Dad, Connex,Reversi Towers & Trippin+
ASI 12 Llamatron, Car, Powerpong. XFI. Fab!!+
ASI 13 Twintris, Squamble,Block it,Ball etc!+
ASI 14 ChinaChallenge2 & Amiga Columns!+
ASI 15 Battlecars Lettrix & Mambamove!Y
ASI 16 Wastelands, Mission X,Dellemna,Pacman +Y
ASI 17 Tomcat, Defenda, Jetman Bugblaster+
ASI 18 Henry in Panic Skyflyer Omega race!+ Y
ASI 19 Growth,FranticFreddy,Biplane & more!+
ASI 20 Microbes Hollywood trivia Coin drop +
ASI 21 Zeus Tettrix Battlements & Dragontiles+Y
ASI 22 Lemmingoids,Wizzys quest Duel-Mouthman+Y
ASI 23 Quick money,BIP,Interferon Arcadia+
ASI 24 Revenge of camels Dux Croak 3dmaze etc!+
ASI 25 Mr Brick,Copper,hemeroids,E Type+
ASI 26 Superpacman 92 Smashtv Ashido System 4etc+
ASI 27 Addictive card games. Really good!+Y
ASI 28 Doody, DrMario, Invaders2, Madbomber2+
ASI 29 DOG, Rome, Nova, B-Bal, Atax, Quadrix+
ASI 30 Bounce & Blast, Total Fire Tank attack!+
ASI 31 Arazmaz,Crazy pipe, revolution etc!+
ASI 32 Blob, Sector one & Firefighter! +
ASI 33 Hyperball & War! 2 good games+
ASI 34 Trailblazer, Yelp, Qbic Rushour! +
ASI 35 Poing,Snakepit,Cybernetix Jump n roll!+Y
ASI 36 Mother lode, Wonderland, Kong Tactix!+
ASI 37 Klaktris, Ghostship, Paccer etc!+
ASI 38 One on One,Baldy,Skyflyer2,Transplant!
ASI 39 Lots of card games on this disk! +
ASI 40 Disk full of sliding puzzle games!+Y
ASI 41 Pacman deluxe, Hellzone Leap II etc+
ASI 42 Galaga, Intuder alert Dogs in space!+
ASI 43 Interlock Roulette Octothello etc!+
ASI 44 Nibbler,Mouse Impossible,Roll on etc+
ASI 45 Dtris,Paccheese,B-Castle Teserae etc+
ASI 46 Amiga Q, City,Checkers, Ouch etc! + Y
ASI 47 Elevation, Furmyre,Crave,Arena! + Y
ASI 48 Point to point,Psycho santa etc! +Y
ASI 49 Deathbringer in space Sue 1+2 etc!+Y
ASI 50 Euphorion,Roach Motel,Balders grove! +Y
ASI 51 Lamers, Fighting Warrior Shapes! +Y
ASI 52 Rockslide, Mouthman, & Nu! +
ASI 53 Venus Invaders,Mastermind etc! + Y
ASI 54 Serene,Serene II & Car Wars! + Y
ASI 55 Cli-tris, Pacatac & Asteroids! + Y
ASI 56 Stormeagle, Extreme Violence & Tiles!+Y
ASI 57 Poo-poo Dominoes Dizzy diamonds Squirm+Y
ASI 58 Super raid 4 Magnatron & Maiessael+Y
ASI 59 Turbo thrust GX200 & Leedings! +Y
ASI 60 Pipe master2 Alien Hunter & Checkers! +Y
ASI 61 Rattlesnake Running Chaser Scud blaster+Y
ASI 62 Pipeline2 Mazeman & Up and Down ! +Y
ASI 63 Nautilus Frenzy & Drive Iff! +Y
ASI 64 Oblivion(fab!) Breakout con kit etc!+Y
ASI 65 Paranoids Chess Word Puzzle Word search+Y
ASI 66 Cow wars Asmastermind & Asokoban! +Y

Assassins game packs made up in any numbers you require: eg ASI 1-35 only 34.95 inc P&P!!! FUNPACK GAMES PACK 1-35 only 34.95 inc P&P!!! (most run on Amiga 1200!)

EDUCATION

PE001/5 EDUCATION SET science programs for kgs 11+ +Y
PE006 KIDSPAINT Fab little talking colouring book+Y
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PE009 STORYLAND 2 Save toyland from the witch! +Y
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PE013 SIMON & SPACE MATHS Talking maths program
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PE015 TREASURE SEARCH find the lost treasure ! +Y
PE016 COLOUR THE ALPHABET learn letters & colours! +Y
PE018 TYPING TUTOR, Superspell Budget & Mscalender+Y
PE019 DUNKS DTP A sort of DeskTopPublisher for kids +Y
PE020 MATHS DRILL Good maths disk for the young! +Y
PE021/4 SCIENCE Very good four disk set!+ (4)Y
PE025 FRACTIONS & SILHOUETTES Good maths tutor+ Y
PE026 WW II FACTS Good historical program!+ Y
PE027 AMIGA BEGINNER Learn to use your machine+ Y
PE028 MATHS ADVENTURE Solve questions to progress+Y
PE029 LEXCESS Simple but fun hangman style game+
PE030/2 DESKTOP GUIDE TO ELECTRONIC MUSIC! +Y
PE033 MATCH WITH HUMPTY Match the objects! + Y

BUSINESS

PB001 AMICASH bank management program+Y
PB002/3 ANALYTICALC Superb spreadsheet!+ (2)Y
PB004 ASI LABEL PRINTERS 3 of the best!+ Y
PB005 BANKIN control your cheque book! +Y
PB006 BUSINESS CARD MAKER Nice program+
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PB009 FLEXYBASE DATABASE Address keeper+Y
PB011 MISC.BUSINESS Geotime, Grocery list, Calc
PB013 QED Simple & effective text ed+Y
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PB015 TEXTPLUS V3.00 The BEST Wordprocessor +Y
PB017 VISICALC SPREADSHEET Simple to use+Y
PB019 BUSINESS LETTERS contracts, letters + more+Y
PB020 TEXT ENGINE 4.0 THE LATEST Version !!! +Y
PB021 AMIBASE PRO. Powerful easy to use Dbase +Y
PB022 BBASE II v5.5 A fast & easy to use database+Y
PB023 FORMS REALLY UNLIMITED form creation prog+Y
PB024 LAST WILL & TESTAMENTS Just in case !+Y
PB025 EDWORD Brand new wordpro - V good +Y
PB026 AGRAPH Superb Program graphing data +Y
PB028 LITTLE OFFICE Intergrated Wpro,Sst,Dbase,Gfx+Y
PB029 ADDRESS PRINT Good label printing program! +Y
PB030 THE MONEY PROGRAM Home accounting! +Y
PB031 EASYCALC A superb new Fast spreadsheet! +Y

UTILITIES

(Note: "Y" = ok on A1200!)

PU002 A-GENE Good geneology program + Y
PU004a/b A64 EMULATOR NEW VERSION 2.0 (2)
PU005 AMATEUR RADIO 1 Interest to radio hams + Y
PU012 ASI GRAFFIX UTILS graphics convertors etc+Y
PU013 ASI BOOT UTILITIES bootblock utilities + Y
PU015 BIORYTHMS, STARCHART 2 Good programs+ Y
PU021 C-LIGHT RAY TRACER Good program+ Y
PU022 CHEMESTHETICS molecule displayer + Y
PU037 D-COPY The best PD disk copier & more + Y
PU039 DBW The foreunner to Skulpt 3D !!! + Y
PU047 DOPE INTROMAKER Make your own intros
PU048 DYNAMITE FONTS II CutNPaste fontscreens Y
PU049 DYNAMITE FONTS More CutNPaste Fonts Y
PU055 ELECTROCAD DEMO circuit designer +
PU058 FONTS AND RAM MANAGER BIG video fonts+
PU059 FONTS & SURFACES Backdrops & fonts+ Y
PU062 GRAPHICS UTILITIES Various misc. programs+Y
PU063 HAMLAB PRO V2.08Convert VGA PC -IFF/HAM + Y
PU064 HARDDRIVE UTILS MRBackup & FixDisk & more+Y
PU065 ICONMANIA Program icons & more !+ Y
PU066 ICONS Cramm packed with icons !+ Y
PU067 IMPLODER V4.0 Megacrunching Util+ Y
PU071 JR COMM 1.02 Modem users comms package Y
PU072 METALLION UTILS Font Editors & more utils+ Y
PU073/76 KING JAMES BIBLE Old&New testaments (4)+ Y
PU078 M-CAD Hires design package. Excellent + Y
PU080 MESSY-SID 2 Read/Write PC Files, Brilliant!+ Y
PU083 MORSE PROGRAMS for the radio hams. Y
PU086/7 NORTH C 1.3 (2) Complete C compiler & libs+ Y
PU088 NORTH C 1.3 This is the packed 1 disk version!+Y
PU091 PENDLE 200 MEGAUTILS An essential collection+ Y
PU095 PRINTER DRIVER GENERATOR & new drivers+ Y
PU096 PRINTER DRIVER UTILITIES Various utils etc. Y
PU097 PRINT STUDIO V1.25 Prints pics & text etc.+ Y
PU108 ROT A simple 3D drawing package.Very popular.+Y
PU109/10 (2 disk) Structured clipart for Ppage + Y
PU112/3 SOMETHING FOR NOTHIN Video Utils&Fonts+ Y
PU115 ST EMULATOR Run Atari ST software !! 2 Drives
PU117 SUPERKILLERS Virus Killers! You need this! +
PU121/2 TV GRAPHICS Dpaint backdrops&Fonts+(2) Y
PU124 ULTIMATE ICONS Iconmaster,Iconlab,+ Y
PU129/30 VIDEO APPLICATIONS Video utilities+ Y
PU136 ZX SPECTRUM EMULATOR Now with sound +
PU139 GRAPHICS CONVERTERS PC-Amiga gfx Converter
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PU144 OPTIUTILS 2 Get this disk too ! + Y
PU145 OPTICOMMS 1 Ncomm 1.921 Lharca, Zoo Arc+ Y
PU149 ELECTRONIC PROTOTYPER Veroboard designer Y
PU152/66 CLIPART SET: 15 Disks of the BEST clipart +Y
PU167 MULTI-PLOT Superb data plotting program ! +
PU169 GELIGNITE FONTS CutNPaste fonts+
PU170 P-SUITE Disk magazine maker+Y
PU171 OPTICOMMS 2 Ncomm 2 & more +Y
PU172 WORDPOWER Solve Anagrams/Crosswords+ Y
PU174 ASTRO 22 professional astrology now V2.42! +Y
PU175 GELIGNITE FONTS II Excellent IFF fonts+Y
PU176 GELIGNITE FONTS III More of above!!+
PU177/8 BENCHMASTER Windowsbench & Messysid!!
PU182 STOCK ANALYST Technical analysis program+Y
PU183 AMYGEN Excellent geneology program+Y
PU185/8 COSMOPOLITAN FONTS (4) Packed with fonts+Y
PU189 TRONIK VIRUS KILLERS 21 virus killers & docsY
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PU197 MOBED 2 Dpaint for Sprites & bobs+Y
PU198 VIDEO WIPES Masks & fades Dpaint 3/4 +Y
PU202 CYCLOPS Weird Plasma/fractal creator ! +Y
PU203 SCOPE 184 utils & clips for Ppage Y
PU205 PC TASK Wicked PC Emulator Get it !!! +Y
PU207 MULTISID Combine SID2 & Multidos(PC-AMIGA)+Y
PU208 ASI HANDYTOOLS 3 mega compilation of utils Y
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PU212 PERM CHECK PLUS A pools prediction prog Y
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PU219 WBHACKS+ collection of hacks for + owners+ Y
PU221-225 8 COLOR ICONS Hundreds of new icons +Y
PU226/7 C-EYES FONTS For use in Dpaint, WB, etc.(2)+Y
PU229 JPEG 24 bit graphics compression util disk! +Y
PU230 MORE PRINTER DRIVERS new printer drivers!+Y
PU231/5 PAGESTREAM FONTS 5 disks super fonts!+ (5)Y
PU236/7 SCOPE197/8 Adobe type fonts, 2 disks full! +Y
PU238/9 M.O.R.C. Mouse operated rune caster,oracle !+
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PU243 ASPICE Circuit analysis program!+Y
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PU245/256 C MANUAL Latest version on 12 disks! (12) +Y
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PU264/8 OUTLINE FONTS For Pro pagev3 ONLY!!+Y
PU272 GOLF RECORDER Database for golf scores!+ Y
PU273 PC--AMIGA Similar to Messysid, + docs!+ Y
PU274 TRONICAD V1.0 Electronic circuit design!+Y
PU278 GELIGNITE FONTS IV Yes more Iff fonts!
PU279 V MORPH Yes finally a PD morphing prog!!+ Y
PU280 POOLS WIZARD Pools prediction,save disabled+Y
PU282 ASI MULTIVISION 2 Imagelab,Wasp & more,super+Y
PU283 CYCLING MILEAGE RECORDER Useful! +Y
PU284 DART MACHINE Dart score recorder! +
PU285 WORKBENCH 3 BACKGROUNDS, 1200 ONLY!

ANIMATIONS

PA033 BUSY BEE & TREE FROG ANIMS Super anims! +Y
PA036 CX1 SPACESHIP Spaceship circles a globe!+Y
PA048 GYMNAST ANIMATION Swinging on bars! +Y
PA039 ERIC-S AMY VS WALKER Cute & sexy! 1.5M Y
PA040 ERIC-S BATMAN vs JOKER Very funny!!!+Y
PA042 ERIC-S COYOTE STRIKES BACK 1mg too! +
PA043 ERIC-S MORE AEROTOONS Very witty !!!+ Y
PA045 ERIC-S STEALTHY II Mig-29 vs Stealthy !+Y
PA053/4 LIGHT CYCLES (2) Tron animation+
PA056 MAGICIAN II Good RT animation+Y
PA060 NEWTONS CRADLE plus F19 & rocking chair+Y
PA072 THE JUGGLER A classic amiga demo!+ Y
PA074 THE WALKER vs The Helicopter - Mega !+ Y
PA075 THE WALKER vs A2000 A classic ! + Y
PA085 JET ANIMATION Fractal Flight but better! +Y
PA086 FRACTAL ANIMATION full screen low flying anim+Y
PA091/3 GAS TURBINE, STEAM & PETROL ENGINE (3)+Y
PA094 AMY JOGS,WALKS & SNEEZES by E Schwartz! +Y
PA095 HOW TO RUN INTO A WALL by Eric Schwartz! +Y
PA097 SMALL STATION AT KHERNE New 1mg version+Y
PA099 ATF AGILITY new ES anim, very witty as usual+Y
PA100 VTOL CONTEST Check out this new ES anim ! +Y
PA101 DOLPHIN DREAMS Great Dolphin anim! + Y
PA103/4 KINGFISHER 2 Superb bird animations!+ Y
PA106/7 THE JOURNEY Fab fractal pics & anims(2)+Y
PA108 DESERT DOO Guy finds ice cream van in desert+Y
PA109 SATURN ORBIT Ray traced flight around Saturn+Y
PA118 3 SCHWARTZ Skydive,Soft landing & bomber! +Y
PA119 STEAM ANIMATION V2.0 Now with sound! +Y
PA120 TWO STROKE PETROL ENGINE Super anim+Y
PA121/30 10 disk set Steve Packer anims!(1200 ONLY)
PA121 BOAT ANIM Colourful anim,fast on 1200!+Y
PA122/3 THUNDERBIRDS ANIM Nice animation! (2)+Y
PA124 ANIM COMP 10 mini animations compilation! +Y

AGATRON

AGA01 RED LOTUS Spinning down the road. Fantastic !+Y
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +Y
AGA09 STAR WARS - Fighter fly by, impressive 1m +Y
AGA10 STAR TREK - Enterprise in dry dock. Incredible+Y
AGA23 FLEET MANOEVRE Stunning animation! 1m +Y
AGA24 KULI PEN animation & Ping pong. Great! 1m +Y
AGA25 THE RUN , a superb car chase 1mg +Y
AGA31 PORSCHE anim rising out of table 1 mg. +Y
AGA35 SPACE PROBE, great anim of probe zooming off!+Y
AGA36 BIRD OF PREY, loop the loop animation 1m +Y
AGA37 TOBIAS GOES KNACKERS -Check this out ! 1m +Y
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 MEG)|Y
AGA39/53 AGATRON SPECIAL! Yes, a 15 disk anim!+Y
AGA54/62 AGATRON SPECIAL! a 9 disk anim, fans only+Y

POWERANIMS

PP001/2 ANTI LEMMINGS (2) This is Brilliant! 2M
PP003 AT THE MOVIES Cute anim of Amy squirrel 1.5M+Y
PP008/10 BUZZED (3) Great anim of wasp crashing! 2M
PP011/12 DATING GAME (2) Very witty!, Get it. 3.5M!
PP016 GULF WAR Another ES production! Good 2M! Y
PP021/24 LANDING (4) Tobias Richter poweranim 4M!
PP025/27 STATION AT KHARN (3) Incredible 2M demo Y
PP040/43 AT THE MOVIES II (4) Hilarious ! 1mg-3mg
PP044/45 AMY V WALKER II (2) Another witty ES demo 3M
PP046 SWEET REVENGE Coyote vs Roadrunner ! 1.5mg+Y
PP050 UNSPORTING Wicked aerobics by Schwartz 2M Y
PP051/2 CHARLY CAT Super Shwartzlike cartoon! 2mg.Y
PP053/4 CHARLY CAT AT THE BEACH 2nd fab anim 2mg!Y
PP055/6 APC MISSION Superb walker & tank battle 3mg!
PP057/9 CHARLY CAT CATCHES A CANARY Fab! 3MG.
PP060/3 CHARLY CAT MOUSTERMIND Great! 3.5MG.
PP064 DUNCAN DUNG BEETLE Unusual 2mg animation! Y
PP065/6 CHARLY CAT SNOWJOKE Latest anim 2mg.+ Y
PP067/9 SPEED LIMIT 3mg motorcycle race! + Y (3)
PP070/1 LEMMINGS REVENGE Very amusing anim! 2mg Y
PP072/3 TALES OF A TIME TRAVELLER Super movie 3mg!
PP074/6 G.I. SPY 3mg anim from charlie cat author! (3)
PP077/84 THE HAUNTED Tremendous animation,3mg!(8)
PP085/7 THE AD Strange swartzlike animation! 3mg (3)
PP088/9 SPORTING DOO DOO Nice new animation! 2mg(2)
PP090/1 ROADHOG ANIM Very funny 2mg animation!(2)Y

DEMOS

PD005 AMOS 3D DEMO Shows some great effects!+ Y
PD018 CHAOS ROCK Fab light show with fractals!+
PD076 PLASMUTEX Wild copper & plasma effects!+
PD068 PHENOMENA ENIGMA Absolutely brilliant!+ Y
PD130/34 ALCATRAZ ODDESSY Awesome!! Ok on 500+!
PD154 DECAY GET FROGGED Fab dancing frog! +Y
PD159 ANARCHY IN THE KITCHEN Some good FX Fab!+
PD164 DESIRE MENACE Good Psycho rave demo + Y
PD165 DARK DEMON Mega new demo .... get it+ Y
PD170 PIECE OF MIND Good 3D vector effects. +
PD171/2 SILENTS EXPOSE(2) Incredible Get it !+ Y
PD177/8 TRSI TIME ZONE New, some good effects!+Y
PD181 CINEMORPH Fab morphing of 4 faces! 1mbchip!+Y
PD182 SPACEBALL Absolutely brill,needs 1meg chip!+Y
PD183 DIGITAL LETHAL EXIT Good vectors demo! +Y
PD184 ANDROMEDA MINDRIOT Very good vector demo! Y
PD185/6 ANDROMEDA MIRROR Fab Music & Graphics!+Y

MUSIC DISKS

PM001 100 GREATEST 64 TUNES 100 fab 64 tunes!+
PM010 AMEGA PARTY WINNERS Four WICKED songs+ Y
PM012 AMIGADEUS CLASSICAL Eine Kleiner etc. + Y
PM022/23 CLASSICAL MUSIC Bach, Handel etc +Y
PM027 D-MOB MUSIC 3 House music remix, good! +
PM030/34 DIGITAL CONCERTs 2-6 Excellent house/dance
PM035 DIGITAL DEBUSSY Fab Rob Baxter conversions!+Y
PM036 DIGITAL DEBUSSYII classic Debussy music!+ Y
PM058 MAG FIELDS CHIP FESTIVAL Full of chip music!+Y
PM059 MANIACS OF NOISE This is brilliant!+
PM062a/82b VIVALDI - FOUR SEASONS (2) V.Good !+ Y
PM090/91MOZART HORN CONCERTO 4 by H.Gammon+ Y
PM092 PIANO TUNES Nine piano songs- good + Y
PM122/4 PLAYSID 2 (3) You must get this !!!!! +Y
PM125 PLAYSID inc.RobHubbard, ManiacsOfNoise + Y
PM137 KEFRENS MEGAMIX II Very good !! dance music!+
PM150 DESKTOP HARPSICHORD RECITAL Classics! + Y
PM153 BIZE: KILL DA BABE 6 tracks of rave music!! +
PM154 PULSE Yes, pulsating rave music again!! + Y
PM155 VINE G-RAVE 5 more good rave tracks!!! +Y
PM157/8 HEATBEAT UPDATE 9 great songs here!+ Y
PM160 FUSION MATRIX 5 rave type tracks!+ Y
PM161 CYBERNETIX 19 songs packed on 1 disk!+
PM162 MORE MED TUNES Fab tunes by Alex Starrex!+Y
PM163 OCTASTUFF Some good 8 track tunes! + Y
PM164 OCTAROCK 3D More 8 track & 3d graphics!+Y
PM165/6 NUTCRACKER SUITE Super rendition!+ Y
PM167/8 JESUS ON ES Crazy rave music demo! +(2)
PM169 BRAINSTORM MUSICLAND Nice music disk!
PM170/2 LUNATICS INFINITE DREAMS Great music!(3)+Y
PM173 CDTV MUSIC Super graphics & sound, 8 tracks!

SLIDESHOWS

PS002 ADVANCE HAM Really stunning !+ Y
PS013 BORN TO BE FREE wild animals +Y
PS033 GERMAN RAY TRACE Superb See these !+
PS045 KELLY S/S Some quality HAM pictures.+Y
PS056 NEWTEK DYNAMIC HAM 640x512 4096 color pics+
PS062 NW DYNAMIC HAM Nik Williams Superb quality.+
PS072 SUPER HAM CARS This is a must-Mega!+ Y
PS086 SONIC 5 Superb D-HAM 4096 colour pics+
PS103 DYNAMIC HIRES 2, 4 fantastic quality pictures!+
PS107 ALCATRAZ MUSEUM 18 super quality drawings!+
PS112/3 SEALIFE PICS Superb undersea pictures!+Y
PS114 GRAFIX VOL1 Nice hand drawn pictures!+Y

MUSIC UTILS

PT001 ALGORYTHMS Create weird midi tunes
PT002 ART OF MED Excellent !+ Y
PT005 CASIO CZ EDITOR 250 patches ! +
PT009 K1 IFF SAMPLES Fabulous samples +
PT011 KAWAI K1 editor for patch changes!
PT012 KAWAI K4 editor as above!
PT013 MED 3.2 Excellent music seq. + Y
PT015 MIDI DISK Various midi stuff +
PT020 ST-01 - ST-10 Samples-Ring for details
PT021 SOUNDTRACKER 2.6 Excellent, ok plus!+Y
PT025/6/7/8 ST-90-93 SAMPLES Studio quality+ Y
PT029 YAMAHA DX7 VOICE FILER for DX7 synths!
PT030 YAMAHA DX7 VOICE SORTER for the above !
PT031/2/3 ST-87 - 89 3 disks full !+Y
PT034/5 ST-97 & 98 More samples !+Y
PT037 PROTRACKER 3.1 THE LATEST VERSION!!+ Y
PT038 YAMAHA DX100,TX812, DX27,DX11 & FB01 editors
PT040 OCTAMED V1 8 channel MED sequencer!+
PT041 NOISEPLAYER 4.0 Multitasking module player+
PT042 START IFF SAMPLES Superb ! Get this disk!+Y
PT043/5 HOUSE SAMPLES 3 disks full of house samples!
PT046 AUDIO MAGIC3 Super trackers disk, ok on 1200+Y
PT047 AUDIO MAGIC4 More Superb music programs! + Y
PT048/52 MODULES 5 disks of large music modules!+Y
PT053/57 METAL MODULES 5 disks heavy rock/metal! +Y

AMOS PD

APD036 AMOS UPATER LATEST VERSION NOWv1.36 + Y
APD115 BALLOONACY Bomb the buildings !+ Y
APD237 SHAPES Excellent kids game !+Y
APD257 CASSETTE LABELLER + MIXED SOURCE+Y
APD271 WIZARDS DOMAIN graphical adventure+Y
APD347 NOTEBOOK & SHOPPING LIST Easy to use !+ Y
APD363 FAMILY HISTORY DATABASE Latest version!+Y
APD373 COMPILER 1.36 UPDATE, LATEST compiler !+Y
APD382 AMOS HANGMAN Good version of the game! + Y
APD385 CHASER,RATTLESNAKE & MAZEMAN Games!+Y
APD445 WEEDIE Kill all the weeds game! +Y
APD451 NODDY,S PLAYTIME Educational demo! +Y
APD458 TOP OF THE LEAGUE Football manager!+Y
APD466 AMOS PRO UPDATER V1.1 Just in!!!! +Y

NEW!

PG251 PARADOX & WHITE RABBIT Demos of CLR!+Y
PG252 ATOMS A nice puzzle game! +Y
PG253/4 ZALYCON Shoot em up space game!(2) +Y
PE034 WORLD GEOGRAPHY Quite useful disk! +Y
PE035 KIDS DISK1 Super to learn reading! +Y
PB032 PAY ADVICE Keep record of payslips! +Y
PB033 A BASE A shareware database program! +Y
PU286 INSCRIPT Program for Video titling! +Y
PU287 NUMPAD Numeric keypad emulation!(600 ONLY)
PU288 ENGINEERS KIT Test your Amiga system! +Y
PU289 AUDIO ANIMATION STUDIO Create your own! +Y
PU290 TACK ANIMATION CONSTRUCTION KIT Good! +Y
PU291 1200 WORKBENCH HACKS Useful utils! Y
PU292 1200 UTILS1 Gif & PCX datatypes etc!A must!Y
PU293/317 25 disks of Ham radio software! (25)+Y
PU318 POWER UTILS Utils written in Can Do! +Y
PU319/23 OUTLINE FONTS For Pro page 2.1 or 3!(5)+Y
PU324 WINEMAKER Database for winemakers! +Y
PA125 CRAZEE GLOO 3 part glue animation! +Y
PA126/7 PHOTONIC DREAMS Room & Star animations! +Y
PA187 HOY AGA DEMO 1st 1200 demo,a must! 1200 ONLY
PD188 SANITY WORLD OF COMMODORE Super demo+Y
PD189/90 SILENTS DEMON DOWNLOAD Fab demo! (2) +Y

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CLE01 TOTAL CONCEPTS DINOSAURS Have your children ever wanted to know about the ancient world of the dinosaur ? If so, then this is for you - an interactive encyclopedia covering jurassic, triassic & createaceous periods complete with pictures and information. This program is plus compatible and comes on 2 Disks. £4.50 +



CLE02 TOTAL CONCEPTS GEOLOGY Thit title is the second in the series of quality programs by Chris hill, using the GoldDisk Hyperbook system, it will guide you and your children on an interactive guided tour through the incredible world of volcanos, rocks and minerals. the program is very simple to use ! Geology is on 2 Disks £4.50 +



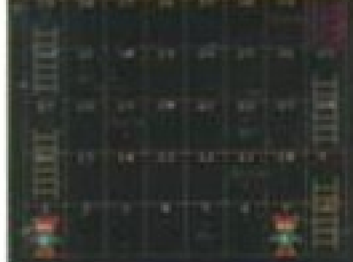
CLE03 TOTAL CONCEPTS SOLAR SYSTEM Now our most popular title ! This one invites you to learn all about the solar system, with information on all of the planets & systems with pictures supplied by Nasa, this is a superb educational package for children & adults. This title is so big it is supplied on Three disks and is priced at only £4.99. +



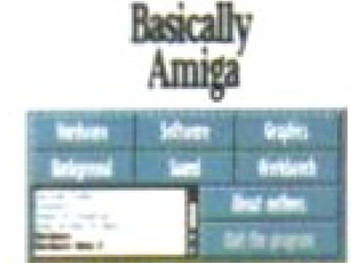
CLE05 A-CHORD So you want become the next Eric Clapton then this is just what you need ! This program will teach you nearly every single guitar chord including fingering techiniques, it will even *play* the chords using the amigas built in sound chip. A must for every single guitar player beginner and experts alike. Price £3.50 +



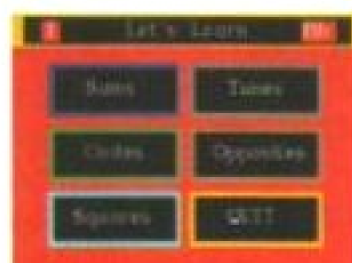
CLE08 NIGHT SKY A superb introduction to the constellations, this program featurues over 1500 stars, and the sun moon stars & planets can be displayed as seen from any part of the Earth! Large scrolling screen, mouse or keyboard controlled, click on any displayed object for information. This superb title Comes on 1 disk & is priced at 3.50!+



CLE09 WORDS & LADDERS An exellent spelling program for 1 or 2 players, each player has a few seconds to spell a word correctly, the player who reaches the top of the ladder is the winner. The program has 10,000 words so some words can be quite long, however you can select the level! Will also provide printed output to a connected printer, 3.50!+



CLE10 BASICALLY AMIGA This is a 3 disk set for the new user! An extensive guide through the use of Amigados. Covering Hardware, Software, Graphics, Sound, the Workbench, Viruses and much much more,you will soon wonder how you did without this useful utiliy pack! For young and old users alike. 3 disk set priced at 4.99! +



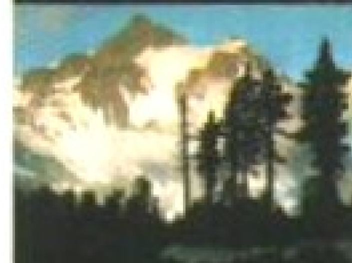
CLE11 LET'S LEARN V1.1 For children of about 5 to 7 years of age, each part progresses through five levels of difficulty, when a level is satisfactorily completed then a picture of a farmyard is displayed & a new animal introduced! Try Sums, Tunes, Codes, (numbers) , Opposites & Squares! The program also has a print option! 1 disk 3.50. +



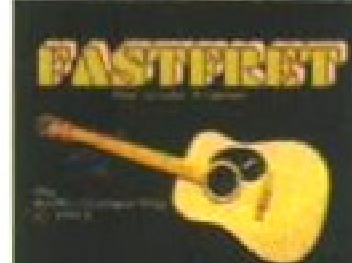
CLE12 ALPHABET TEACH A nice educational program for the young , a very simple to understand spelling program which shows the child a picture & asks for the completion of the appropriate word. The program also has built in speech and will run a series of pictures at the same time speaking the name of the object displayed. Comes on1 disk and is priced 3.50+



CLE13 HOME BREW This is a superb program for the creation of home made wines. If covers all the details of fermentation, bottling & storing of the wine. A selection of recipes for many different wines can be found on the disk & there is an option for printing the recipies out to a connected printer! This program comes on 1 disk & is priced at 3.50. +



CLE14 TOTAL CONCEPTS ECOLOGY Total Concepts Ecology will give you and your children an enthralling overview of the most important "ology" in our lives. This alternative way of learning about Ecology enables you to flip through pages of text, click onto words to get more information and contains superb graphics. Supplied on 3 disks priced 4.99 +



CLE15 FAST FRET By Keith Klatworthy, this program is a guitar scales tutor, the very thing for the budding lead guitarist! Will play the scales through the Amigas sound chip with ajustment of speed for every level of skill required! There are many exercises in many scales so you too can become the next rock legend! Supplied on one disk priced 3.50. +



CLE16 KINGS & QUEENS A History lesson on all of the Kings & Queens of England since recorded history! Allows you to read & examine the royal family tree & is complete with many pictures! Find out how they lived and died and what contributions they made to society & their country. Supplied on 2 disks priced 4.50! +



CLE17 THINGAMAJIG This program is an electronic jigsw with easy or hard levels! There are 24 pictures on the disk and you have to place the pieces in the correct place on the screen! There is also a help facility on the disk, a very good educational program from Len Tucker! Comes on 1 disk and is priced 3.50 . +



CLE18 WORK & PLAY There are three educational games on this disk, CLICK CLOCK is a clock program to help children learn the time, FUNTIME TABLES is a program for learning the multiplication tables, and finally LETS GO SHOPPING teaches children simple multiplication & division! Very colourful and attractive educational disk! Comes on 1 disk priced 3.50. +



CLE19 PLAY IT SAFE This program teaches safety in the home or outdoors! Help Teddy make your home safe as it has been invaded by mischievous beasties. There are 5 dangers in each location & 9 locations! When you make something safe you are rewarded with part of the picture of the beastie! Very good for kids of 3 - 10 years! Comes on 1 disk priced 3.50. +



CLE20 BIG TOP FUN Four good programs on this disk, there is a speech option which may be turned on or off! WORD BALANCE is a childs reading aid, In MATCHPLAY you must match pairs of cards, BALLOON BURST is a word recognition program & SEAL A GRAMS is a spelling program! This program comes on 1 disk & is priced 3.50. +



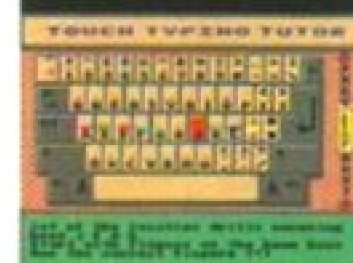
CLE21 JIGMANIA by Len Tucker. There are two programs on this disk, Jigmania is a jigsaw solving program and will keep you & the kids amused for ages! There is also a jigsaw construction set to allow you to create your own too! There are several jigsaws provided on the disk and there are childrens and adult options! Comes on 1 disk priced 3.50. +



CLG18 SKAN 29 This is a fun platform game in which you must guide Sid through 220 screens and defeat the big droids at the end of each level, the game will run faster if you are lucky enough to have an Amiga 1200! This game should keep you occupied for a long time! Comes on 1 disk priced 3.50. +



CLG 20 JUNGLE BUNGLE by Len Tucker. This game is essentiallyt an icon driven adventure written mainly for the younger person in mind but anyone can play! You must catch the raindrops but beware of the banana stealing monkeys! Very addictive with colourful graphics. Comes on 1 disk 3.50. +



CLU03 TYPING TUTOR A program here now for all you budding office clerks, learning to type can be a real pain, lessons cost a fortune, but not when you have an amiga ! This program will take you step by step through a full typing course, showing where to place your fingers and lots more. Before long you'll be able to type as fast as I can ! Price £3.50 +

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LE07 FRESHWATER FISHING Learn all about fishing! 2 disks 4.50 +
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LU17 LC10 FONTS Nice fonts for your Star LC10 printer! 1 disk 3.50.+
LU18 LC200 FONTS Fonts for your LC200 printer! 1 disk 3.50. +
LU19 LC24 FONTS Fonts for your Star 24 pin printer. 1 disk 3.50! +
LU20 CANON BJ10 Super Fonts for your Cannon Bubblejet! 1 disk 3.50 +
LU21 INVOICE MASTER Sort out your invoices! 1 disk 3.50. +

CLG01 NORRIS A medievil romp across many levels,very addictive 1 disk 3.50+
CLG02 DARK THINGS Another scrolly run & jump platform game! 1 disk 3.50 +
CLG03 PHASE II This is a sideways scrolling shoot em up, 1 disk 3.50 +
CLG04 X-SYSTEM Multilevel shoot up,blast end of level monsters 1 disk3.50 +
CLG05 TRUCKIN ON A truck driving & management simulation 2 disks 4.50 +
CLG08 DRAGON TILES Superb version and very addictive ! 1 disk 3.50 +
CLG09 MOTOR DUEL A great 3d car racing chasing shooting game. 1 disk 3.50+
CLG10 FUTURE SHOCK Guide the ball through the maze! 1 disk 3.50 +
CLG11 ALL GUNS BLAZING 2 player car game, overhead view. 1 disk 3.50 +
CLG12 BULLDOZER BOB Clear screen of coloured blocks! 1 disk 3.50 +
CLG13 PARADOX Another good puzzle game! 1 disk 3.50 +
CLG15 SPLODGE THE ESCAPE Good puzzle solving platformer 1 disk 3.50+
CLG17 IMBRIUM DAY OF RECKONING Exellent graphic adventure! 1 disk 3.50+
CLG19 STELLAR ESCAPE Super vertical scrolling shoot em up! 3 disks 4.99. +
CLG21 FLOWER POWER Grow flowers before the bugs eat them! 1 disk 3.50. +
CLG23 MARVIN THE MARTIAN A maze type game, collect keys etc! 1 disk 3.50 +
CLG24 EASY MONEY A superb fruit machine simulator! (Not dos 2 or 3) 3.50.
CLG25 WHITE RABBITS This is a very good puzzle game! 1 disk 3.50 +

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Fantastic 262000 colour hires raytraced & digitized pictures, hardly any different to the 24 bit originals, show to PC owning friends and watch them weep!
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JPEG 24 BIT PICS!
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Superb CD roms for your CDTV or A570 add on drive!

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CDTV DEMO DISK Over 600 megabytes of demos, samples, games, clipart, animations & 1000 modules to play! 19.95

CDPD 2 This CD contains Fred Fish 661-760, the Scope library 1-220, The AB20 archives & much more! 19.95

NEW! COLOURED CLIPART! NEW!

This is a superb collection of coloured clipart, mostly in Ham mode (4096 colours), though some is 16 colours. Can be loaded into Deluxe Paint 4 or any other package accepting Ham pictures!
(OK on 500, 500+, 600, 1200 & 4000!)







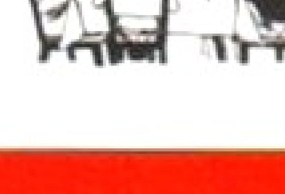
CCL001 MAPS, Afganistan - Botswana, autoboots! + Y
CCL002 MAPS, Brazil - Checkoslovakia, autoboots! +Y
CCL003 MAPS, Denmark - Grenada , hires maps! +Y
CCL004 MAPS, Guadel - Illinois, hires maps! +Y
CCL005 MAPS, India - Luxembourg, hire maps! +Y
CCL006 MAPS, Macau - Missisipi, autoboots! +Y
CCL007 MAPS, Montana - New York, hires maps! +Y
CCL008 MAPS, Neutral Zone - Iraq - S Dakota! +Y
CCL009 MAPS, Senegal - Tuuaw, autoboots! +Y
CCL010 MAPS, Texas - Zimbabwe, autoboots! +Y
CCL011 REPTILES, good pictures, autoboots! +Y
CCL012/3 ACTORS, famous faces, autoboots! +Y(2)
CCL015 AIRCRAFT, 1-26, assorted, autoboots! +Y
CCL016 AIRCRAFT, 27-32 & Cars! autoboots! +Y
CCL018 BIRDS, 1-12 Super pictures, autoboots! +Y
CCL019 BIRDS, 13-29 More avian pictures! +Y
CCL020 BIRDS, 30-41 Lots more birds,autoboots! +Y
CCL021 BIRDS, Many more bird pics, autoboots! +Y
CCL022 BIRDS, And some more fab pictures! +Y
CCL023 BIRDS, 116-130 Some good pictures! +Y
CCL024 BIRDS, 131-138 More bird pictures! +Y
CCL026 BIRDS, More superb pictures here! +Y
CCL027 CATS, 1-16 Super cat pics,autoboots! +Y
CCL028/35 DOGS, 1-126 Super dog pics,8 disks! +Y
CCL036 EXPLORERS 1-13 famous explorers,autoboots+y
CCL037/40 FISH 1-92 Super pics pictures,(4 disks)+y
CCL041 FlOWERS 1-13 Flower pictures,autoboots!+y
CCL042 FlOWERS 14-25 More flower pics,autoboots!+y
CCL043 FlOWERS 26-37 More flower pics,autoboots!+y
CCL044 FlOWERS 38-50 More flower pics,workbench+y
CCL045 FlOWERS 51-62 More flower pics,autoboots!+y
CCL046 FLOWERS 63-74 More flower pics,autoboots!+y
CCL047 FLOWERS 75-87 More flower pics,autoboots!+y
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CCL050 FLOWERS 114-127 More flower pics,autoboots+y
CCL051 FLOWERS 128-138, FRUIT 1-4 pics autoboots+y
CCL052 FRUIT 5-18, Good pictures! autoboots! +Y
CCL054 FRUIT, More fruit & leaves etc!,autoboots+Y
CCL055 FRONTIER 1-13 Pioneer pictures,autoboots
CCL056 HORSES 1-16 Great horse pics,autoboots! +Y
CCL057 HORSES 17-22, Insects 1-9, autoboots! +Y
CCL058 INSECTS 11-23 Small creatures! +Y
CCL059 INSECTS 24-41 More pics! autoboots! +Y
CCL060 INSECTS 42-59 More insects! autoboots! +Y
CCL061 INSECTS 60-63, Inventors 1-11 autoboots! +Y
CCL062 INVENTORS 12-24 More inventors autoboots! +Y
CCL063 INVENTORS 25-30, MAMMALS 1-10! autoboots! +Y
CCL064 MAMMALS 11-26 More animals pictures! +Y
CCL065 MAMMALS 27-46 and more animals! +Y
CCL066 MAMMALS 45-65 more mammals,autoboots! +Y
CCL067 MAMMALS 66-82 and some more! autoboots! +Y
CCL068 MAMMALS 83-102 and many more autoboots+Y
CCL069 MAMMALS 103-119 mamy more! autoboots! +Y
CCL070 MAMMALS 121-141 superb pictures! autoboots +Y
CCL071 MAMMALS 142-158, & INSTRUMENTS 1-4! +Y
CCL072 INSTRUMENTS 4-25 Musical! autoboots +Y
CCL073 INSTRUMENTS 26-36, MILITARY 1-6 autoboots +Y
CCL074 MILITARY 7-17,& MUSICIANS 1-4! +Y
CCL075 MUSICIANS 9 -21 Classical! autoboots! +Y
CCL076 PREHISTORIC 2-19 Dinosaurs! autoboots! +Y
CCL077 PREHISTORIC 20-25, PEOPLE 1-8 autoboots! +Y
CCL078/80 PEOPLE 9-50 Lots of people! (3 disks)+Y
CCL081 PEOPLE & Presidents, good pictures! +Y
CCL082/4 PRESIDENTS 1-40 USA presidents,3 disks +Y
CCL085 REPTILES 1-19 Good pictures autoboots! +Y
CCL086 REPTILES 19-38 More reptiles! autoboots! +Y
CCL087 REPTILES 39-50, Ships 1-9,autoboots! +Y
CCL088 SHIPS 10-33 Marine vessels! +Y
CCL089 SPORTSMEN. Various sportsmen,autoboots! +Y
CCL091 TREES, Lots of tree pictures! autoboots! +Y
CCL092 TREES, Lots more tree pics! autoboots! +Y
CCL093 TREES, And some more trees! +Y
CCL094 TREES 57-70 trees lots of tress,autoboots!+y
CCL095 TREES 71-84 more tree pictures, autoboots!+y
CCL096 TREES 85-100 even more trees,workbench!+y
CCL097/100 VEGETABLES 1-48 good pics 4 disks,workbench+y

CLASSIC CLIPART (Black & White)
(Okay on A1200 / A4000.)

The clipart in this collection is very high quality, huge bitmaps, many greater than an Amiga hires screen, for use in Dpaint or DTP packages, each disk autoboots as a slideshow allowing you to view the entire bitmap by moving the mouse! (Prices per disk!)







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PD Demo Zone



Aha, it's that time again when **Andy Nuttall** helps you enjoy all that's good about graphics and sound on the Amiga. We have much to celebrate, for PD Demo Zone is proud to herald the return of a famous, American PD animator whose name rhymes with hysteric…

SPORTIN' DO-DOO

ANIM

NBS, DISKS P086 & P087
REQUIRES AT LEAST 2MB



Is it hammertime, or is Do-Doo just doing the do in his attempt to impress the object of his fancy?

This is the second animation from Andrew Shephard, who created the *Desert Do-Doo* animation reviewed in ***AF***43. Set at the 1996 Olympic Games, *Sportin'* shows a now grown-up Do-Doo attempting to impress a curvy young girl by throwing the hammer… right out of the stadium, and into orbit.

There are some neat touches to the anim, such as the cry from the Statue of Liberty as Do-Doo flies past and brushes her dress, revealing a pair of pink knickers. There are many areas, though, that could be improved: the main Do-Doo character is rather pixellated, and should be smoothed out slightly to create a more 'cartoony' feel; also, the use of the Holli character (albeit called 'Shirley' in the anim), and the company names are a bit dodgy – the author should take care not to tread on anyone's toes.

DUAL ISLAND

ANIM

NBS, DISK P080



Doesn't it make you want to burst into song? 2, 3, 4: "She'll be comin' round the mountain when she comes…"

Ah yes, it's another *Vista* anim, but this one is possibly the most impressive so far. Rendered in 24-bit, then converted using *Rend 24*, the anim is a fly-around a *Vista*-generated island, in a figure-of-eight fashion. It's particularly good because it demonstrates well the dynamics of flying – that is, as you go round corners the view banks in a very realistic way.

It's only a quarter-screen in size, so we've been able to feature four of the shots here – but it's worth a look to see what is possible using *Vista* and an animation package such as *PPAnim*.

QUALITY TIME

ANIM

TELESCAN, DISKS 1–4
REQUIRES 5 MB

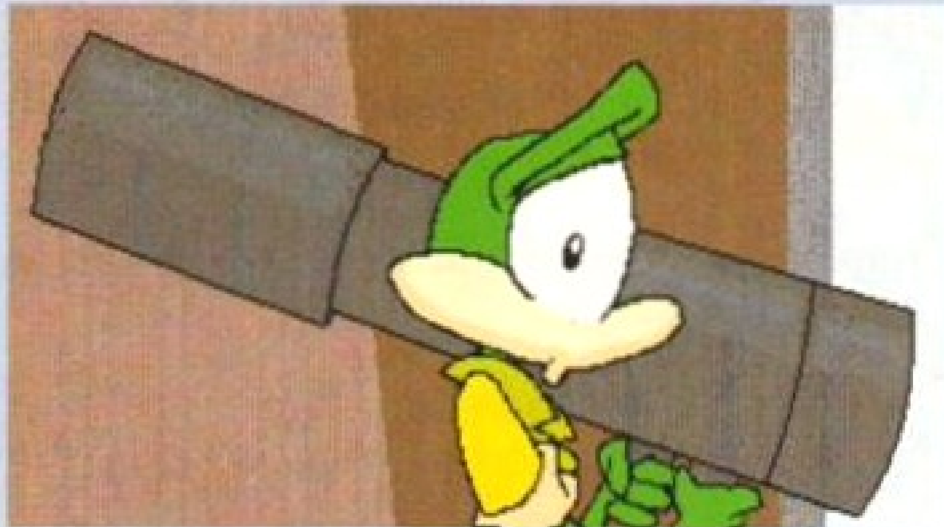
My goodness, after all the time away from the animation scene, I was beginning to think that we'd never see Eric Schwartz again. Just to prove me wrong, though, in pops four disks entitled *Quality Time*, and grabs the attention of everyone in the *Amiga Format* office.

A 5Mb monster, *Quality Time* lasts for a full six minutes, and stars Flip the Frog and Amy Squirrel in their latest adventure. Following Patrick Black's rip-off animation *Back From The Beach*, which we never featured in Demo Zone because the characters were directly stolen from Schwartz anims, ES has created a proper story for what happens when Flip 'n' Amy get back from the beach (or anywhere else for that matter).

OK, so it's about Flip trying to get off with Amy, so admittedly the story does involve some kissing and groping, but as with other Schwartz anims it's all done very tastefully. Anyway, he doesn't get very far because of the persistent callers at the door, and that's where the fun starts. In true Baz Norman-style I won't spoil the story, but take it from me that it's one of Eric's finest yet. Excellent storyboard, well-used sound FX and those unmistakeable cute graphics which have become his trademark make up a brilliant anim. Nice one Eric, let's 'ave another one.



A rather close encounter between Amy and Flip. I wouldn't like to be the person who's just rung the bell.



The doorbell rings again. Flip, none too chuffed about the situation, arms himself with a giant telescope…



…actually it's a handheld bazooka, and he aims it at a young raccoon wielding a threatening box of cookies.

SNOW JOKE

ANIM

CYNOSTIC, DISKS A0025A&B
REQUIRES 2MB



Love's young dream is a slippery slope. A loving glance becomes an icy stare, and when ice cracks, you're sunk.

Snow Joke is the fifth in a line of anims involving the Charley Cat character created by Anthony Whitaker. It's also one of the worst pun-titles we've ever heard at Demo Zone, but there you go.

As you may guess, the story is about snow – lots of it – and the on-going relationship between Charley and his girlie. As always with love stories there is a jealous third party looking on (who we will call Dastardly for want of a better name) who's willing to do anything to be with the woman of his dreams. In this case, he tries to dispose of Charley while he's skiing and while he's ice-skating, but is foiled both times.

Snow Joke is a laugh because it has some real cutesy characters and a good storyboard – which is important for an animation to stand up on its own. If I were to pick up on one point, then it would be Dastardly – he just looks too cute now and again, and you begin to feel sorry for him. That's a small point though – nice one Anthony.

Continued overleaf

AGA CORNER PLANET GROOVE

DEMO

NBS, DISK D819

This demo by Team Hoi is notable only because it's the first A1200-only demo *Amiga Format* has seen. It uses 256-colour mode graphics to create some pretty and hypnotic patterns, but to be honest we've seen it all before. When the Amiga first came out we saw PD demos with lots of nice coloured lines swirling about the screen, and this harks back to them, only with an improved colour palette. So if you're expecting to see a demo which shows off the power of your new Amiga, you'll be disappointed.

That doesn't mean that *Planet Groove* isn't an interesting demo, though. On the contrary, it shows that some demo coders already have AGA Amigas, and they are beginning to use them – which can only be good for the future of the machine. Let's see some more!



The Planet Groove demo isn't exactly inspiring, but because it's AGA-only it could mark the start of a new trend in demos – which is great for the future of the Amiga!

CYNOSTIC AGA

DEMO

CYNOSTIC, DISK P0008

Created using the *Imagine* and *Vista* programs, the Cynostic AGA slideshow is a set of four piccies using the new screen modes of the A1200 and A4000. The first is a converted 24-bit *Vista* screen, showing a view of a snow-capped mountain, some trees and a very realistic cloud formation. The third shows a ray-traced ship sailing on the sea, with a nice ripple on the surface of the water, a nicely detailed ship and again realistic-looking clouds.

The fourth is an *Imagine*-ary view of a living room, containing a chair, a table, a lamp, a bizarre fireplace and a picture of the Esso tiger hanging on the wall. The best, also rendered on *Imagine*, is the second pic (below), a twisted glass skull overlayed on to a blue cloudy sky. It's imaginative and stands out from the crowd of AGA slideshows currently appearing on the PD scene.



This ugly brute was created using *Imagine*, the 3D ray-tracing package. Two skulls were modelled, then joined together, and this is the result. Beautiful, eh?

ALPHA & OMEGA II

DEMO

17 BIT, DISKS 2401 A, B & C



"Plink, plink, fizz…"; "Eau, the anticipation…"; "Two pints of lager and a packet of crisps, please." (*What? Ed.*)

Subtitled *Downtown*, this demo by PMC is a trip through a strange, faceless 3D city. As you tour around the buildings you are treated to the odd 3D scene, including a subway train and a Ferrari being chased by a police car. To keep the action on-screen the 'roving' camera pans around them as they move.

It's quite fast, with a good frame-rate even on an A600, and a great deal of depth is achieved by moving the camera quickly around the buildings.

The best part of the demo is situated near a square in the city where there is a huge Pepsi logo on the side of a building. The doomy soundtrack swells up, and then large spotlights come on before a ghostly figure of Michael Jackson appears and performs a moonwalk.

Moody, with nice 3D graphics creating a good sense of atmosphere. Excellent.

TOP 10 DEMOS OF THE MONTH

Just so that you know what's in and what's not we ask a Public Domain library to tell us what their Top 10 selling disks are this month…

NBS

1.	Jesus on E's (2 drives)	PM167/8
2.	Spaceballs – State of the Art	PD182
3.	Dolphin Dreams	PA101
4.	Piece of Mind	PD170
5.	No Brain, No Pain	PM152
6.	Alcatraz – Museum	PS107
7.	AGA Slideshows (1200 only)	WS1-5
8.	Silents – Expose	PD171/2
9.	TRSI – Time Zone	PD177/8
10.	Chameleon Demo	PD176

PRISM

DEMO

CYNOSTIC PD, DISK

The latest demo from Melon Dezign is a single-disk slideshow, set to music, with 22 pictures showing a range of styles. The graphics, drawn by Mack, are totally excellent – he obviously has a good eye for detail in various different resolutions.

The styles range from fantasy, with a few semi-naked females depicted in monochrome hi-res, to futuristic, with a couple of space scenes and a good Mars surface piccy, through to down-right odd – see the Amiga picture on the right! A great set of slides, showing a lot of imagination, with a jangly soundtrack to boot. Superb.



Hmmm. This is kinda odd, really, isn't it? Is it a tortoise–hare scenario, or is it a drug-crazed alien shot?

WHERE TO GET THE DISKS IN THIS ISSUE

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Workbench

What's going on inside your Amiga? Why's it behaving so strangely? Why does it sometimes go horribly wrong? Here's **Pat McDonald** with some reasoned explanation to all your queries…

CD-ROM HORRORS

FROM: GREGORY ROSS, WEST YORKSHIRE

I am a total newcomer to computing. I now realise that I should have amassed more information on the subject before I started. I was persuaded by all my 'computer buff' colleagues to purchase a CDTV system last December – a good decision, given its potential for the future.

However, I am very disappointed to find that most of the best 1Mb software will simply not run on my 1Mb CDTV – *Amiga Format* only serves to whet my appetite for items that I cannot use. The feature in the March issue about opening the machine and pulling bits out here and there is not something that I would really like to try, but I would like to know more about my Amiga, so here are some questions…

1) If I buy a 1Mb chip RAM upgrade (on top of the £500 I have already paid) will I be able to run software such as *Formula One Grand Prix*?



CDTV was launched as "not a computer". As a result, it's true potential has been scratched – time for CDTV2?

I don't know. Having a 1.3 Amiga with 2Mb of chip RAM – what you would have – is always dodgy, because 1.3 wasn't designed to have 1Mb of chip RAM, let alone 2Mb. However, this addition does add much more compatibility than it removes. The reason for this is that the CD drive takes over 64K of chip RAM away from you before you have started. So adding more chip RAM certainly helps, but you do find the occasional (usually fairly old) game like *Wings* that doesn't like it.

CDTV is beset by two problems. First, it was originally billed as "not being a computer". It was designed as an expensive bit of hi-fi stack. This meant a lot of traditional developers shied away from it, so there's not much in the way of expansions on offer.

The second problem is that many people do not test thoroughly for CDTV compatibility. These two factors combine to form a vicious circle; because expansions are rare, prices are out of proportion in comparison to other computers.

One way of getting better compatability with Amiga software on a CDTV is to disable the CD drive itself. This can be done by fitting a switch across the JP15 jumper on the CDTV motherboard. If you're not sure how to do this you can buy an assembled switch, wire and jumper set up from C.D. Free, call them on 0388 813661. It costs £12.99, which includes fitting instructions and postage.

£12.99 isn't cheap for what you get, but for the ability to use most Amiga software, it's a bargain.

2) If not, will the proposed fast RAM upgrade mentioned in the March issue help at all?

The 'proposed fast RAM upgrade' turned out to be a prototype accelerator card for the CDTV – a 68020 with some 32-bit fast RAM on it. While giving yet more compatibility (because of the fast RAM) having a 68020 will introduce incompatibility problems. It is not in production at the time of writing, but may become available from ZCL in future.

3) I am currently using my CDTV through a PAL television. *Flight of the Intruder* doesn't work. I have been advised that if I buy a Commodore monitor (more expense!) this will solve the problem. Is this true?

No. If you have a TV or monitor with a vertical hold control, then that can make a difference with some programs that alter the display rate (if you don't adjust the screen, the picture keeps jumping). But having to buy a particular make of monitor sounds like the old garden path to me.

STILL SWAPPING

FROM: MIKE NUNEZ, CLAPHAM

I have a 1Mb A500 and have always hated disk swapping. *Zool*, my latest purchase, finally

Continued overleaf

CD-ROM WONDERS

FROM: NIALL PORTER, THURSO

First, just a couple of points. I do hope Commodore release an Amiga with a 68060 CPU as soon as possible. Second, I have just got an A570 CD-ROM drive for my A500 Plus and it's great. My advice to anyone who is considering upgrading to a CD-based system is to go ahead and do it!

There is enough decent software around at the moment to see us through until the really good stuff appears, like Psygnosis' *Microcosm*, and CDTV *Sports Football*. If you find it hard to justify buying an A570 just for playing CD titles, remember that it does plenty of other things to make it a worthwhile purchase. You can plug extra RAM into it, and you may be able to expand it with products such as IDE hard drives, network nodes and SCSI adaptors. Now, here are some questions.

1) In the A570 manual, it says that it is possible to fit an extra 2Mb of fast RAM, but it misses out the details. What sort of chips do I buy? How do I do it?

The connector inside the A570 does not let you plug in RAM chips directly. Instead, some sort of memory board is necessary. As far as I am aware, these boards are not available yet and Marcus Bullingham of ZCL was "not optimistic" about the chances of them being on sale in the foreseeable future. I think that It will be late autumn at the very earliest before any appear – unless, of course, anyone out there is already selling them unbeknown to everyone. Please write in and let me know if you have seen them!

2) Is it possible to plug an IDE drive like those found in A600HDs into the back expansion port, or will it need an IDE controller?

You will need a controller but no one makes them yet. You can fit the SCSI interface for a CDTV into the back, and have an external SCSI hard drive, but this interface doesn't fit properly – it sticks out of the back of the A570. It costs £99.95 from ZCL, or £250 if you want a black SCSI hard drive too.

3) When is the 'good' CD material going on sale?

There have been many rumours about the future of Amiga CD. Many people seem to think that a dramatic increase in power is necessary to boost the capabilities sufficiently; such uncertainty makes people reluctant to launch new products. My own view is that no one exploited the potential of the basic CDTV system, and that this should be done before new systems appear.

4) Can I plug a high-density floppy disk drive into my A500 Plus? Can this be fitted on the inside?

In theory, you can plug external high density floppies into an A500+, but I am more doubtful about internal ones. There are Commodore kits for A1500s/A2000s (the A2015) and the A3000 (the A3015) but these are both internal and require Kickstart 2 or later. There does appear to be a couple of externals in the pipeline, notably from KCS and Power Computing. Contact Bitcon Devices (091-490 1919) or Power (0234 843388) for more up to date details.

5) That script file in the December issue for automatically printing files when dragged to an icon didn't work for me. I was really careful when typing in the scripts – was there an error?

Sorry it didn't work for you. But are you sure you got the type of icon right for the printer? It should have been a drawer type icon.

6) Where is ARexx? I get a Workbench 2 Amiga for it and I can't find it anywhere!

Run RexxMast. Just dump it into your WBStartup drawer and forget about it. Get a good book on it, like *Mastering Amiga Arexx* by Bruce Smith (0923 894355).



Could *Microcosm* from Psygnosis be among the first of the long awaited 'good' CDTV software?

convinced me to invest in a second drive – a Roctec. This has speeded up a lot of operations, but *Zool* doesn't recognise it! It only seems to recognise the first disk drive!

1) Is there a fault?

No, it's just the way the game is programmed.

2) If not, why doesn't *Zool* recognise the second drive? Surely it couldn't be too difficult, and it does spoil what is otherwise an excellent game.

I suspect for simplicity. The simpler you make some parts of a program, the more graphics and sounds you can fit in. If the Amiga's other drive can be used (and remember, some second drives aren't even DF1) then the program and memory buffers to load and save stuff can get a lot bigger.

3) Are there any PD programs which will force a game to utilise other drives?

None that will work in this case, I think. Utilities have a job affecting games like *Zool* that turn off the operating system to get maximum speed and have absolute control.



***NoiseTracker* is but one of a whole hoard of Public Domain music programs. Either you love them or hate them.**

4) I've been trying to load some sound samples from a disk into *NoiseTracker*. I recorded the samples using *Technosound Turbo*, but I can't seem to get *NoiseTracker* to see them – I put in the disk, click on load sample, click on DF0: or DF1: but no list of samples appears. How do I do it?

First, the disk with your samples on must be called ST00 (ST zero zero). Second, your samples have to be in a drawer called Instruments. It's just down to the way that *NoiseTracker* looks at a disk.

5) *NoiseTracker* is difficult to use. I disagree with the author saying "it was written for our purposes – too bad if you have any problems." Surely Public Domain stuff should be as easy to use as commercial programs to make PD as accessible as possible? That way there's competition to force commercial prices down.

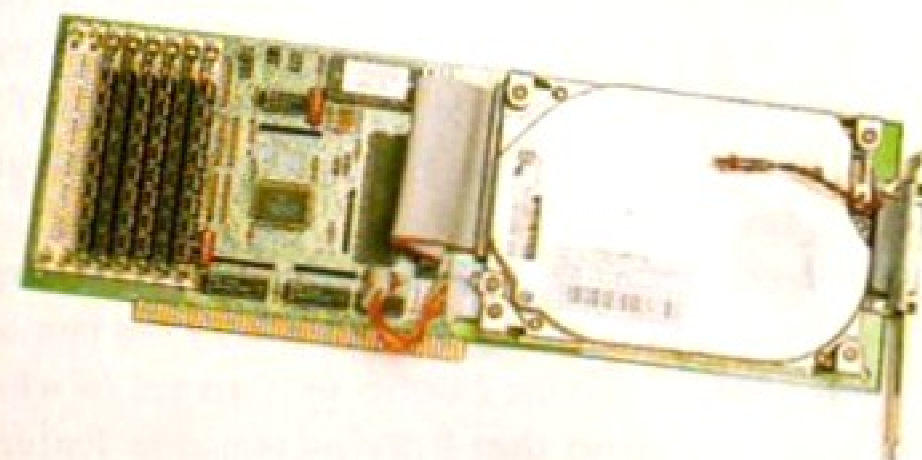
Maybe, maybe not. The great thing about *NoiseTracker* is that the authors included some source code for playing the tracks from inside other programs. In other words, it's a utility for programmers to hand out to musicians, rather than what a professional musician would use just to write pure music.

GETTING TO THE GAME

FROM: RICHARD BASHFORD, SOUTH CROYDON

The system I have is an A1500. When I bought it I was told it was the same as the A500 apart from the obvious features of twin disk drives and space for a hard drive inside. However, I have been unable to play *Streetfighter 2* on my machine due to something I believe is called a 'copperlist crash' and have been told by US Gold that this is because the A1500 suffers incompatibility problems with some software.

I had never heard of this problem before and wonder if there is a way around it? Also, do you think if there are prospective problems then they could be highlighted more in your magazine? After all, there is still a fair amount of support for this type of Amiga, although I appreciate it has probably been superseded by the A600 and A1200.



The GVP Series 2 (memory, hard drive or memory and hard drive versions) are what you want in your A2000.

Because the A2000 was billed as a serious Amiga, most hardware and software assumes that it has at least been upgraded with 1 or 2Mb of memory. If you don't do this, then an awful lot of stuff won't work.

Also, is fitting a hard drive in the machine easy for a novice? Would it invalidate my warranty?

It is fairly easy to do – if you can use a screwdriver. Such expansions just slot in. Fitting such a card does not usually invalidate your warranty, because that's what the machine was designed for, but do check first.

JUST BOOT UP

FROM: FRANK WIJESINGHE, LONDON

I've bought an A600HD, I'm not familiar with computers but I have managed some operations by studying the manuals. My problem is that I don't know enough about AmigaDOS commands.

Anyway, my computer never goes straight to the Workbench. Instead, it displays the usual "Copyright Commodore" message, the Kickstart and Workbench version numbers, and then says:

```
Copy file - not executable
```

After that, up comes the program for selecting a keymap. I select a keymap, then up comes that

A1200 BLUES

FROM:COLIN MACLEAN, AYRSHIRE

Since buying an A1200 a couple of months ago I have enjoyed using it – although not to its fullest potential! Here are some questions.

1) Why does it take so long to reset? I am often worried that if I reset half way through loading something (easy to misjudge) then I'll damage a disk. Do they all take that long to reset?

Yes they do. Disks are rarely corrupted by resetting if your computer is just loading information from a disk. It's more common while saving information.

2) Why do A1200s with a hard disk take longer to reset than ones without? I am not talking about loading Workbench, I'm talking about loading Kickstart.

Because the A1200 has to see if the hard drive is available. A hard drive takes a while to spin up to operating speed. Even as it is, some hard drives don't work on the A1200 because they take too long to get going, and the A1200 gives up waiting.

3) Is anybody going to do some extra Data types for use with Workbench 3 programs like *Multiview*? I notice it can't play animations yet.

Probably. Workbench additions are a bit like buses – you don't see one for hours and then three turn up at once.

4) Having just discovered the *PD Rend24*, I noticed it can output HAM-E pictures. Are these the same format as HAM-8 pictures? Are there any utilities to translate between the two?

No, they are not the same. However, ASDG software like *Art Department Professional 2* and *MorphPlus* can convert between the two formats. There is also a shareware utility or two, notably *VisionVert* by Andrew Smith, that can turn IFF 24bit true colour images into HAM-8 images.

5) When is the AGA version of *AMOS Professional* being released?

December, I believe, with the compiler being released a month or two later.

6) Is there a PD utility that works on the A1200 that can switch off some of the chip RAM to give better compatibility?

I've never seen one that worked all the time.



Both *Art Department Professional* and *MorphPlus* can convert between HAM-E, 24-bit true colour IFF and HAM8 graphic modes. Some shareware can do similar functions.

message again, before Workbench loads. If I don't select a keymap, Workbench loads anyway. What do I have to do to make Workbench load ASAP?

What is happening is that Workbench thinks that it can't copy the copy program. Try typing this into a Shell:

```
LIST
```

Notice that you just don't get a list of filenames. You also get the length of each file, the time it was saved and also five characters. To fix the Copy program, all you have to do is type this into a Shell:

```
Protect Sys:c/Copy prwed
```

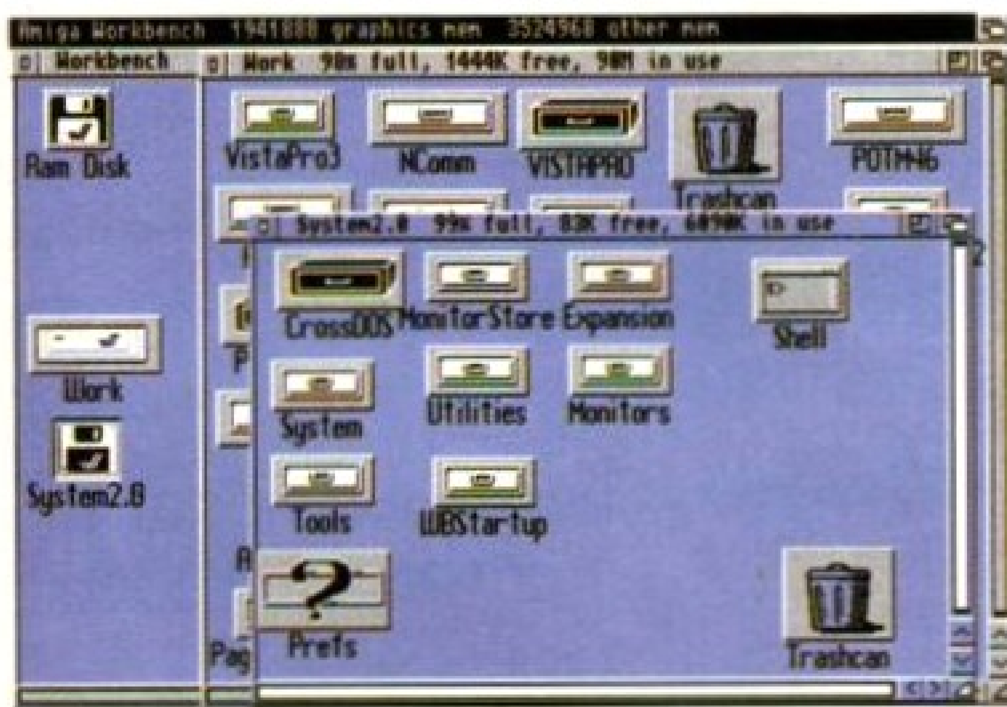
That should do the trick, you should only have to select your keymap once and the machine will never ask you to do it again (unless your hard disk suddenly forgets everything on it).

OUT OF SPACE

FROM: JAMES RUDGE, BANWELL

I've had my A500 Plus for about a year and I have a few questions to ask about Workbench 2:

1) I've saved a lot of changes to my Workbench disk.



Workbench 2 (and later) hard drives have two partitions; Sys (for Workbench itself) and Work (for other programs)

It's now full. I don't want to delete any drawers or files. Do I have to start on another disk?

Ideally, get a hard disk. This sort of expansion will amaze you – Workbench plus all your other software on one large, fast disk. Otherwise, try stripping out programs that you don't use much. Oh, and you are working on a copy of your Workbench disk, aren't you? Never change the original, always have a working copy.

2) On Page 361 of the Preferences chapter in *Using the Amiga Workbench*, how do you find the Project, Edit and Options menus?

Select the window (click on it) and use the right mouse button (held down) to make a selection from the menus.

3) I can't alter the speed or voice on the Say program in the utilities drawer. How do I do this?

Type in the extra bits at the end. Say is probably not worth including on your every day Workbench disk.

4) Do I have to load Workbench first, then my word processor to use the changes I've made to Workbench, like the screen mode, how fast the mouse goes and so on?

Yes you do. Systems designed to be switched on all the time (like banks) cause havoc when they crash.

Techno babble

Do you know how to talk techie speak? Well, if you don't then this little bit of jargon-busting should sort you out…

Accelerator: hardware expansion that gives your Amiga a faster CPU. Often used with maths-intensive software where a standard processor is too slow, for programs called 'ray tracers' which literally trace the rays of light which bounce around a scene to produce a picture. Also used to considerably speed up flight and other kinds of simulations.

Anim Brush: a brush is a small section of a graphic screen, cut out with a paint program like *Deluxe Paint*. Anim brushes are different small images with the same dimensions – for instance, a bird flapping its wings or an eye blinking.

Blitter: BLock Image TransfER device. Used for copying large areas of memory from A to B, or to combine different areas into one single image. Widely used to generate large graphic shapes in computer games.

Bridgeboard: Commodore's own IBM emulating device, featuring a complete PC computer on a single card. Only fits A1500 and above machines – enables use of standard PC cards.

Chip RAM: memory accessible by the custom chips (Paula, Agnus, Denise) as well as the processor. Used to store all graphics and sounds. Can be used by programs too – with speed slow downs.

CLI: Command Line Interface. The program which enables you to type commands into AmigaDOS for standard operations like copying files or getting a directory. Shell is more commonly used now.

Copper: co-processor. Used to generate subtly coloured backgrounds – this device is built into the Agnus chip and it can alter colours while the screen is being generated. Executes instructions at the same time as the processor.

CPU: Central Processing Unit. The decision-making chip, the one that tells everything else what to do. It can be interrupted by custom hardware if its programs are in chip RAM.

Fast RAM: memory that's only accessible by the processor. Programs stored here run faster than those in chip RAM – hence the name.

Frame grabber: device for capturing live video data and converting it into computer picture data. Doesn't require a still video signal. Usually gives much better results than a video digitiser, which does the same job, except that the video must be paused.

Freezer cartridge: quasi-legal device for examining programs while they are running. Usually with many useful built-in utilities which help overshadow its dubious origins.

Hard drive: basically a big disk for keeping Workbench and all the serious software that you use. Works much faster than a floppy disk. More and more games are becoming installable on to a hard drive.

IFF: Interchange File Format. A standard way of storing pictures and sounds, invented by Electronic Arts and adopted by Commodore. A single standard – practically all art programs can load and save pictures in this form.

Kickstart: the name of the set of programs which are run when the Amiga is turned on. Also contains many library functions for use by programmers. Latest release is Kickstart 3. Other releases; 2, 1.3, 1.2, 1.1.

PD: Public Domain. Literally, software that is the property of everybody. PD disks can be freely copied by anyone, and you can also distribute them to whoever you want. The correct term is 'Freeware'. 'Shareware' (try before you buy) and 'Licenseware' (commercial and non-distributable) also come under the same rough heading of "very cheap software".

ROM: Read Only Memory. Memory that cannot be altered. Widely used as the starting programs for computer systems that have just been turned on – ROMs remember things permanently.

RAM: Random Access Memory. Memory that can be altered and re-altered many times. Typically, it does not remember what it contains when the computer's power is switched off.

Scanner: hardware device for reading flat pictures from posters, newspapers and so on, and converting them into computer graphics. Often used in desktop publishing to read in previously published images.

Script file: a set of commands which you would otherwise have to type into the CLI or Shell by hand, saved as a text file. Learning how to use Shell or the CLI involves learning how to write script files.

Shell: more up-to-date version of CLI. Works in exactly the same way, but enables some flexibility in what commands are called via the 'alias' function. Also gives some hot-key combinations to enable some editing of previously entered commands.

Sound Sampler: hardware device that converts electrical music signals (typically from a tape or CD player) into computer sound. Can also be used with a microphone to capture live sounds.

Sprite: a graphic object that is independent of the screen. On the Amiga, sprites are limited in size and colours. Typically used for mouse pointers, alien missiles, and so on.

Startup-sequence: the name of the script file, contained in the S directory, which is executed after a disk has booted. Typically contains just the name of a program to auto-run, but can be very complicated. Whatever the nature of the file, it must always be called Startup-sequence and live in the S directory.

Workbench: the set of programs which set up a graphical 'point-and-click' interface on the Amiga. Much more friendly than the CLI or Shell, but not as flexible. Always has to be loaded from disk, which is slow but does enable much customisation. Workbench 2 requires a Kickstart 2 ROM. Workbench 1.3 requires a 1.3 ROM, 1.2 needs a 1.2 ROM and so on.

Zorro: this the generic name for the Amiga's expansion connector. The A500, A500 Plus and A1000 had the original Zorro I; the A1500s and the A2000s have Zorro II; and the A3000 has Zorro III. They are not compatible, hence the different expansions for different machines. The A600 and new A1200 have a PCMCIA connector instead.

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Answerfile

More simple questions and answers, as ever from the red hot word processor of **Pat McDonald**.

Q I am thinking of upgrading to an A1200 from an A500. What is the software compatibility like, because I have a lot of A500 software?

A Most software written during the last year or so should work on the newer Amigas. After all, any good programmer should have known about the improvements to Workbench and Kickstart which were on the way. You may have problems with any software written before this, unless it was written in a system legal fashion. The main culprits for breaking the rules are games, and a large portion of pre-1992 games refuse to work on an A1200.

Commodore reckon that about 40 per cent of good programs work, which includes using methods like switching to ECS mode and disabling CPU caches (by holding down both mouse buttons at reset). It does not include using the Kick 1.3 disk, which gives even greater compatibility with some programs that don't like Workbench 3 (like *Battlehawks*).

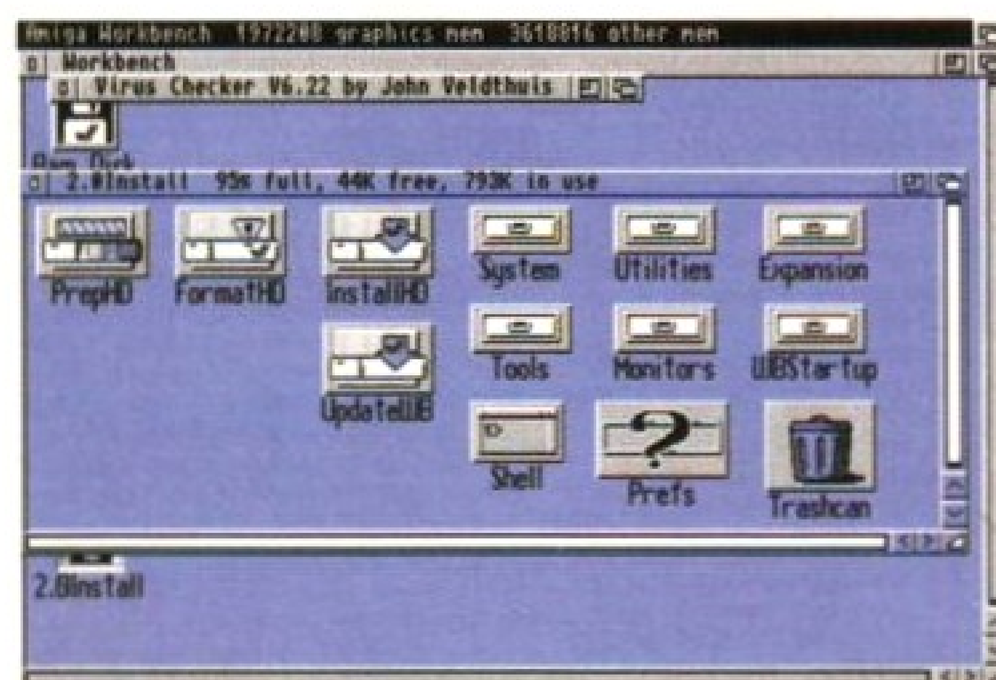
Q I still can't get *Scribble!* to print pound sterling signs! Help!

A The only definitive way that I have seen to fix this (alright, I admit it, it's a bug in the American program) is to use the # symbol instead. So long as your printer has a UK setting – that is, one that includes the £ symbol – then the # should print as a pound, without any silly characters with it.



Big apologies to all those frustrated people trying to use *Scribble!* If a # is typed instead of a £, it seems to work.

Q Help. My new A600 hard drive (a 40Mb Seagate replacing the in-built 20Mb Connor type) just won't autoboot to Workbench. In order to get the machine to recognise it, I have to load *HDToolBox*, and then the three partitions appear! What is wrong?



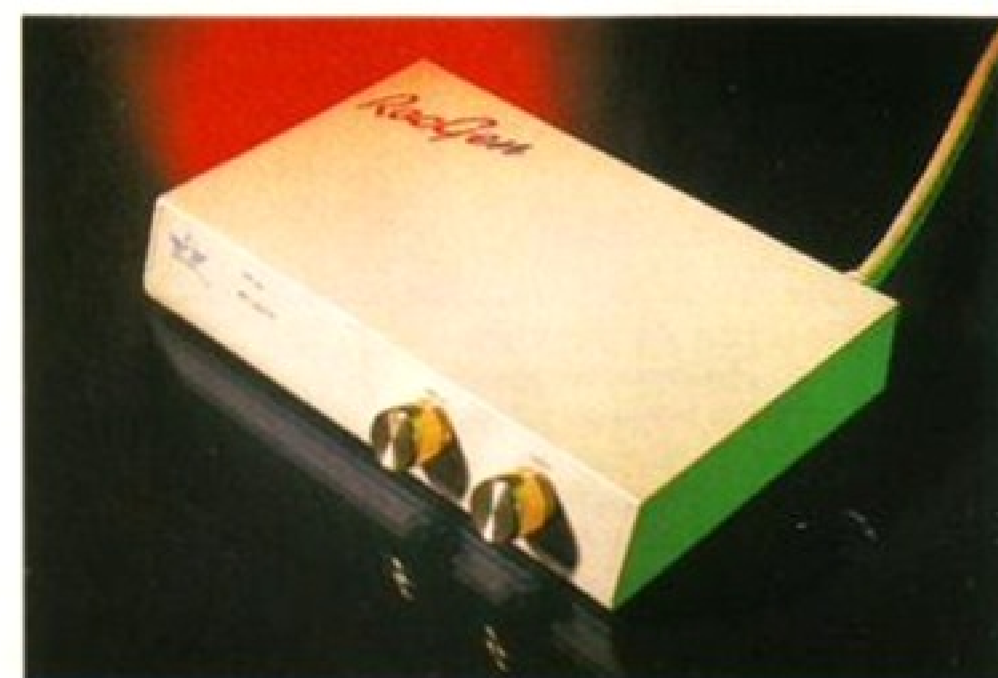
***HDToolBox* has an option at the bottom right to save a Rigid Disk Block (RDB) on to a hard disk to enable booting.**

A I think that you haven't saved all the information on to the hard disk. You should have six gadgets to click on from *HDToolBox*. Once you have loaded the program, try altering one of the partitions (change its length, and then put it back to what it was before). This should let you click on the 'Save Changes' gadget, and your hard drive should operate normally after this.

Q I cannot seem to get Palette on *AMOS* for my own sprites. I try loading them into the sprite designer and they go very strange colours indeed. The included example sprites and graphics work fine. What am I missing?

A You are probably getting sprites and bobs mixed up. Sprites have to be very small and can use only four colours. Bobs are areas of screen that you can move about, so you can have bigger graphics objects with more colours. If you try to edit a sprite as a bob or vice versa, the colours will indeed look very strange indeed.

Q I want to upgrade my A500 to have 1Mb of chip RAM. However, I am not sure what speed of chips I need. I have a 512K expansion with 120 nanosecond chips, do I need faster ones?



Our versions of the Roctec Rocgen Plus do not seem to work properly with the A1200 after all.

A I would recommend that you do. 120ns is the limit for chip RAM – you are best off going for slightly faster ones (100ns) which should save you from suffering too many Guru meditations.

Q At the moment I own a 1Mb A500 and a video camera. I'd like to use them both for editing and titling, and I've heard about genlocks and other bits and pieces, but I want to know if all these extras work on the A1200 or not? Also, what is the quality of HAM-8 images grabbed off video?

A OK, an admission. The Roctec Rocgen Plus does NOT work properly on the A1200. Or rather, it doesn't work properly when the machine is running in interlace mode, which is necessary for video work. Watch this space because the problem has probably already been fixed by the time you read this. Other genlocks suffer from similar problems, so you will be better off waiting for one that definitely does work on the A1200.

As for HAM-8 video grabs, HAM-8 pictures look very nice, but if you are grabbing from a dodgy video recorder playing a tape that's six copies old, don't expect miracles. Video grab quality is very much dependent on the quality of your video equipment.

Q My 11-year-old son has a 1Mb A500. He is interested in robotics, and I would like your help in tracking down a company that makes control systems and/or robotic arms for the Amiga.

A Switchsoft do a control interface for £27.95. You can contact them on 0325 464423. I don't think they do a robotic arm kit as such, but many people have used the interface for that sort of project.

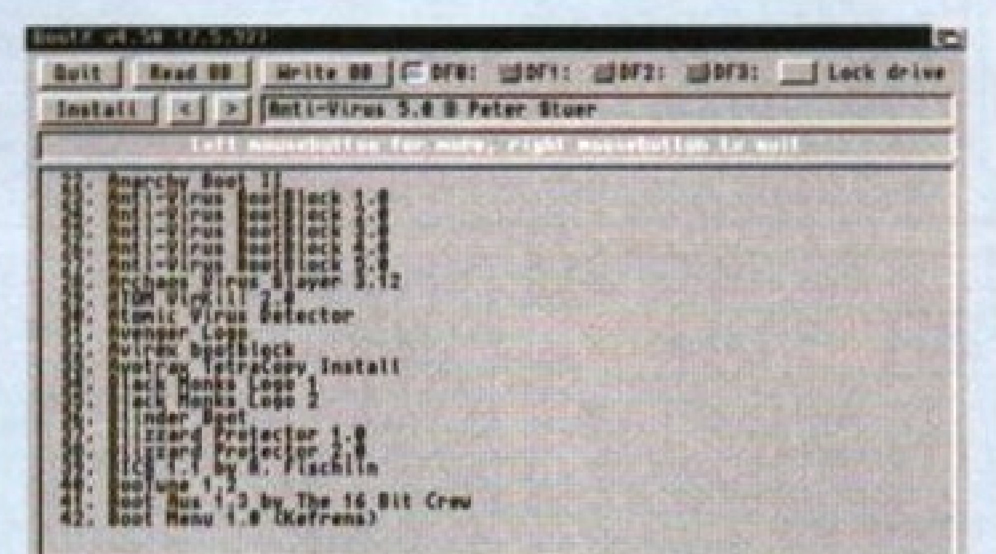
Q I have an A600 with Workbench 2.04, which I believe has *Diskdoctor* on it. I want to use this program to resurrect some files I accidentally formatted, but there's no mention of it in the manual! How do I get it to run?

A OK, if you ever format a disk with information on it, that information is gone forever. There isn't anything that can ever get it back again. *Diskdoctor* (removed from Workbench 3) can help to

Q After borrowing some titles from my brother's friend and not turning off the computer in between different games, a large number of them (21) were infected with a virus. I got a virus killer and in my naivety thought that once the virus had been removed, all my games would work again. I thought wrong. How can I get my software working again?

A You have to get in contact with the people who published the software. A lot of them offer a service to repair virus damaged games (notably Psygnosis, Virgin and Microprose). Usually they charge a few pounds for each damaged game – so it's not going to be cheap. In addition, if a publisher has gone bust (Imageworks were part of the Robert Maxwell empire) then there's not a lot you can do.

For future reference, the Coverdisk program *BootX* can be used to back-up the bootblocks of



***BootX*, one of many shareware utilities that can be used to record bootblocks to prevent virus damage.**

games. That is, the part that is overwritten by a virus. *BootX* was featured on the ***AF***41's Coverdisk. A small fix to let Kickstart 1.3 people use the program was on the March issue.Every time you get a disk, check it for viruses. Always assume a disk has a virus until you have checked it.

fix damaged disks, but only use it on your back-up copies – don't do it on a valuable, 'I-cant-replace-this' disk because it can mess disks up. Type into the Shell:

```
Diskdoctor DF0:
```

DFZero, not DFOh dear. A little prompt will ask you to put in the disk you want to attempt to repair. Do this and press Return, and the program will go to work.

Q Can you change the size of a hard drive partition without reformatting the whole thing?

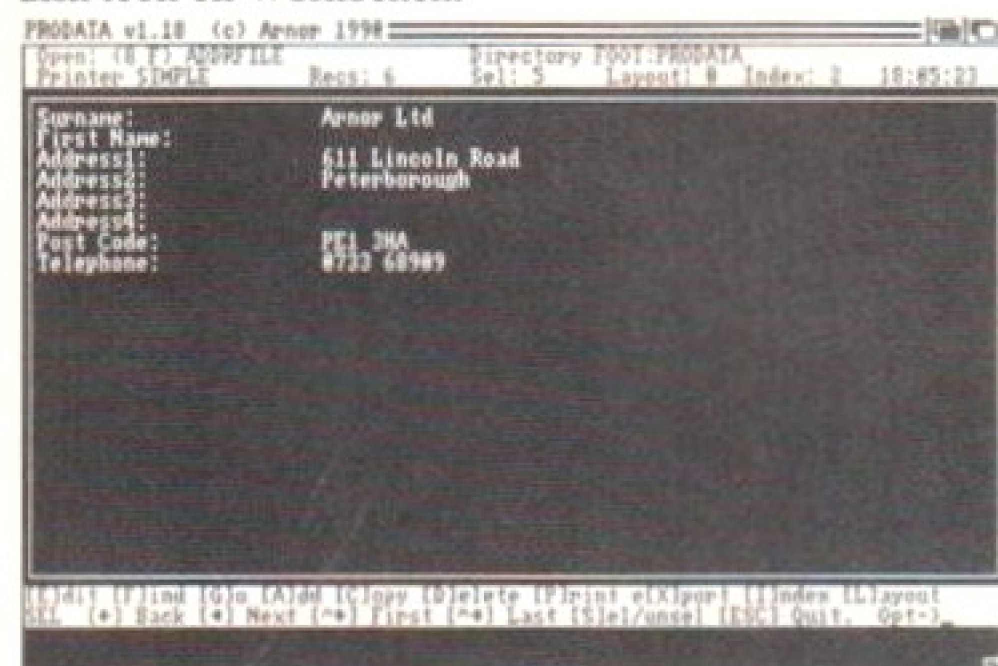
A No. Get a back-up program and lots of floppies. Back-up the hard disk. Then repartition and format it.

Q How do I save my *Prodata* databases to a disk other than the *Prodata* disk?

A When you use the Open database option, at the bottom of the screen you will see a list of options. By pressing a key (C for Copy) you can copy files from one place to another. Remember, to copy to another blank disk, you have to type in the name of a disk, followed by a colon. *Prodata* database files always end in .pfd.

Q I have tried the above method and it didn't work! When I save a file to DF0:, the file just goes back to the *Prodata* disk.

A DF0 is not the name of a disk. It is the name of a disk drive. When you use DF0, the Amiga assumes you mean the disk currently in the drive. This makes working with a single drive a little bit tricky, which is why you use disk names instead – a disk name is the word or words which appear underneath a disk icon on Workbench.



To learn how to use *Prodata* properly, try out the various key options displayed at the bottom of the screen.

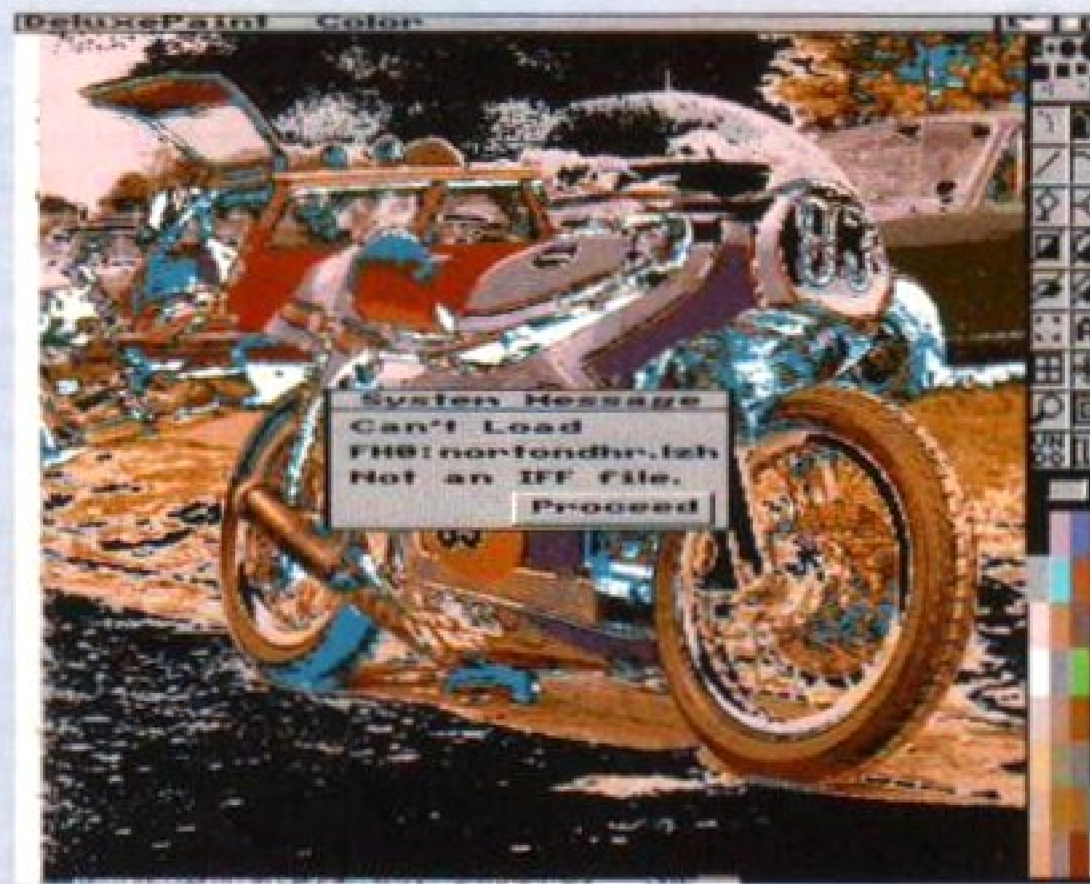
Anyway, assuming the disk you want to transfer your database to is called Empty (the default name for blank formatted Amiga disks), then you must first type in the name of the database you want to copy, and then type;-

```
Empty:nameofdatabase.pfd
```

Two points. First – never put a space in a file or disk name (the Amiga requires double quotes around the whole path name if you do this). Second – when you want to load in a database from a different disk into Prodata, you must type D to change directory to your different disk.

I hope that makes it a bit clearer, and remember, if your *Prodata* disk is write-protected, then playing around with the Open database option should not cause any harm.

In-depth explanation No 15: file types



A lot of people seem to think that files, directories and programs are one and the same thing. If you keep getting error messages, 'Not an IFF file' or 'File contains binary' the chances are you are using the wrong kind of file with a given program.

1 If you've ever been in Shell (or CLI) and used the Dir or List commands, an inventory of the disk, showing all files and directories appears. However, the kind of file is not immediately obvious, unless someone has written it into the filename – for example, 'Screen.IFF' is almost certainly an IFF picture file. Files ending in .info are the icon files for other programs. The reason they are called .info rather than .icon files is because they also contain the default tool types and similar information for files.

2 There are two main types of file. The first is the program file, which is sometimes called a tool on the Amiga. Simply clicking on the icon or typing the name of the file into Shell (or CLI) will cause the program to start working. The other type is the data file. Data files cannot be run like programs – they have to be manipulated by other programs. Data files are often called projects on the Amiga. Unlike program files, there are many different data file types.

3 The most common kind of data file is the ASCII text file (American Standard Code for Information Interchange). ASCII is capable of storing letters (upper and lower case), numbers, and most punctuation marks. However, it generally cannot store non-American characters like the pound sterling symbol (£ becomes #). ASCII serves as the basis for the ANSI standard which is what most Amiga word processors use. This gives basic italics, bold and underline effects.

4 In addition to word processors, there are many database programs and some spreadsheets that can load ASCII files. This enables the transfer of data files between different programs and even different computers. However, in order to get the data to work, you usually have to load it into a word processor and tweak it to work. This is usually faster than retyping the whole thing from scratch.

5 The second most common data file type (on the Amiga) is the IFF, short for Interchange File Format. This is used for storing picture information. All Amiga graphic modes can be stored as IFFs. Sound samples can also be stored as IFFs (usually called IFF 8SVX). This file format is specific to the Amiga, although the basic ILBM system (Interleaved Bit Map) occurs sometimes on other systems.

6 Many data files are compacted or crunched, to take up less space on a disk. There are many ways to crunch files, and they are all incompatible. Very often, if a data file has a suggestive name (.IFF on the end) but will not load, usually the reason is that it has been crunched. There are two ways to make it load. Either you can decrunch them with the right program, or you can rip them (copy them from memory while they are being displayed) with a ripper program.

7 The most common type of cruncher program is *Powerpacker*. Versions up to 2.3 are shareware; later versions are commercial. If you come across a file with .pp on the end, then it has almost certainly been crunched with a version of that program. *Powerpacker Professional 4* costs £14.95 and is available from Europress Direct (051-357 2961). A very good alternative is *Imploder Version 4*, which is shareware. Although *Imploder* takes longer to crunch a file, the crunched files it produces are usually a little smaller. If you can use the Shell (or CLI), LHA is an even more efficient cruncher.

8 Two other common types of data file are the ANIM and animbrush types (usually the latter has .ABR on the end). These are collections of graphic frames used for animation. ANIM files are full screen productions, whereas animbrushes are rectangular portions of the screen. If you look closely at the *Deluxe Paint* menus (version 3 or later) you will see the relevant options for loading and saving them.

9 One other very common file type is the RAW format, which is short for raw binary. These files are multi-purpose, and are usually the domain of the programmer and hacker. One use for them is for sound samples; although IFF samples are easier to play at different tones, they do not have the same quality as a RAW sound sample. Hence most 'Tracker music programs have the facility for playing RAW sound samples as well as IFF ones.

10 Whenever you save a data file, it makes sense to add the filetype to the end of the filename. Some programs – *AMOS* for example – do this anyway. But with the vast majority, you have to do this yourself. That way you know just by looking at the name when a file is a picture, or animation, or a sound file.

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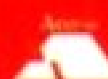
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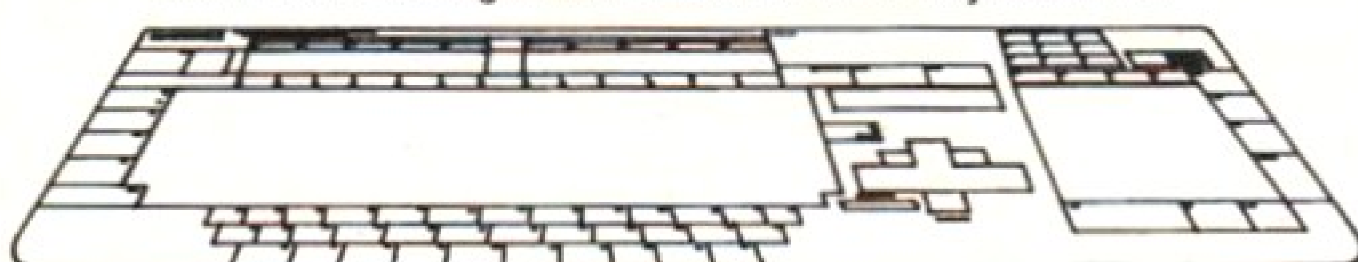
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WORKBENCH

If you have any problems with the technical side of your Amiga, with hardware or serious software, Pat McDonald will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send it in and you could win a prize.
WORKBENCH, ***AMIGA FORMAT***, 30 MONMOUTH STREET, BATH, BA1 2BW.

GAMEBUSTERS

If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game, send the info to Nutts and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!
ANDY NUTTALL, GAMEBUSTERS, ***AMIGA FORMAT***, 30 MONMOUTH STREET, BATH, BA1 2BW.

LETTERS

The letters pages are there for you to air your views and share your opinions: please remember not to ask questions that should be in Workbench! Marcus is looking for thought-provoking or entertaining letters, the shorter the better. Prizes given for the best two.
LETTERS TO THE EDITOR, ***AMIGA FORMAT***, 30 MONMOUTH STREET, BATH, BA1 2BW.

COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. You can enter as many times as you wish, but all entries must be posted separately: don't put several entries in one envelope together, or include entries with letters to any other part of the mag.
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Letters

There are times when you really have to have your say! Times when you agree, or disagree so strongly with something that you've seen, heard or read that you have to vent your frustration, or sound your accord. What should you do at these times? Write it down, and send it to Letters, **Amiga Format**, 30 Monmouth Street, Bath, Avon, BA1 2BW.

ANY OLD AMIGA

I've had my trusty A500 1.2 for five years now and I'm looking to expand in a big way. Can someone tell me what is happening regarding a mid-range Amiga? The A1200 is undoubtedly a great machine but I want the A1200 in a box big enough to include a few expansion ports. I want the latest Amiga chip set, I want a hard drive, I want to run AMAX II+ and a 486 PC emulator all under one roof. This can't be done on an A1200, though it can be done on with an A4000, but we're talking £2,000 which is probably just within my budget if I exclude the emulators.

What I would like to see is an A1200 put into the A1500 casing, or better still the A3000 casing, and selling for around £900 with a hard disk. After all Commodore can't be selling that many new A1500/3000s because everyone must be after a new chip set machine. So I am appealing to Commodore, I've got money to spend, but I'm not going to spend it until I can get what I want.

David C King, Manchester

How we wish that, like yourself, we had £2,000 to spend on a new Amiga set-up. By now you have probably read about Commodore's new wunderkinder, the Amiga 4000/030. Not only do you get the AGA chip set inside a box big enough to accept the expansion boards you desire, but you also get a faster 680EC30 chip, an 80 (or 120)Mb hard drive, 4Mb of RAM and a high-density disk drive.

All this will cost you a mere £1,000. Buy it now or buy it later, it's the biggest bargain in the Amiga world. If you're feeling lucky turn immediately to Page 122 and see our fantabulous competition, one lucky reader will win an A4000/030 and a selection of the world's best serious software.

GOLD SERVICE

May I, through the pages of your magazine, express my appreciation of help from Gold Disk in relation to a problem I was having running *Hyperbook* on my A1200HD. The problem was with the re-size gadget which I found I was unable to use after upgrading to Workbench 2 on my A500 and then Workbench 3 on the A1200.

I wrote to Gold Disk about my problem and they responded by furnishing me with an update to the program, which works perfectly now I have installed it on to my A1200.

Others may have this problem, and I hope that knowledge of my experience will be of help to them.

David Frogget, London

It's always nice to hear of a software house offering good after-sales service. But in Gold Disk's case it comes as no surprise to us, we ourselves have always found them to be most helpful. Letters from readers invariably say the same.

If only all software houses were always so helpful. Though it has to be said that many of the serious softies realise that a happy customer is a faithful customer once the time to upgrade comes, so everyone benefits.

INDIA

Is it just me, or has anyone else noticed the obsession the photo editor of your magazine seems to have with the American glamour model India Allen?

For the uninitiated, India (for it is she) was Playmate of the year 1988/89 in the much esteemed US jazz-mag *Playboy*.

I first came across (excuse the pun) India while still a student in Bournemouth. It was a revelation, I can

Continued overleaf



Got a picture you're proud of? Send it in, see it in print and win an *Amiga Format* binder! Since Letters is where you get to contribute your words, we thought it would be the perfect place to see your pictures on display too. The best image every month will win a huge (and we're talking big here) poster printout, courtesy of Max Graphics of Cardiff – worth a massive £80. Send your entries on a floppy disk to The Gallery, *Amiga Format*, 30 Monmouth Street, Bath, BA1 2BW.



Clown by Mr T M Sampson of Waterlooville.

tell you, there she was barefoot in the sand giving us all That Look, or out in the drive washing her car, hose pipe in hand, giving us all That Look, or even lying prostrate and inverted but still miraculously managing to somehow give us all That Look. For having such talents and being able to give us all That Look so well, India (for it is she) was given a limited edition Ferrari Testarossa. So who's the bimbo, she or we?

I thought I had long lost the image that was India (for it is she) until I began to read ***AF*** about two years ago. I began to notice that whether it was a feature on DTP, colour scanning or video digitisers (or, well anything really) the photo editor would manage to slip in a highly cropped shot of India (for it is she) giving us all That Look. Is this a subliminal attempt to inculcate the youth of Britain into licentious and altogether dodgy lifestyles? Do you really care?

Oh, by the way, in the film *Twins*, the jazz-mag that Arnie flicks through at the supermarket is in fact the famous Playmate issue that gave India the star status that she so rightly deserves.

If you print a highly cropped photograph of Erika Eleniak, who featured in *Playboy*, Summer of 1990, I'll read your magazine for ever. If you can't manage that Shezza Fenn in a red basque will do.

Michael O'Keeffe, Whiston

As a reward for your eminent good taste and remarkable powers of recognition, and partly due to the threat you made at the end of your letter, but which we were obliged to edit, here is a piccy of Erika, star of screen and page.



However, your desire to see pictures of India seems to have gotten the better of your ability to actually realise when you in fact have. She has only been featured in our articles on Morphing, and particularly in reviews of the program Morph Plus *by ASDG.*

Our articles on colour scanners have featured a series of 'Coca Cola' advert-type youth-lifestyle pictures, and our feature on video digitisers was illustrated exclusively with stills from Akira *(available on Manga Video). We always try to use images that some of our readership will appreciate and identify with, in your case it was obviously the delectable India Allen who struck a resonance.*

CLEAR VISION

I am driven by an urge to set the record straight. In your January issue you featured an article in the 'Year Ahead' segment about John Sievers of Centaur Software. The subject was *Opalvision*. Centaur have the hide to take the credit for this product! It may interest you to know that *Opalvision* and *Colourburst* were invented by a brilliant Australian by the name of Gary Rayner who lives in Sydney. The name of the Company is Opal Technology. *Opalvision* was first shown at the World Of Commodore at Darling Harbour in Sydney, Australia, last July. All the development work is being done by Opal Technology, not by Centaur Software.

Gary – only in his early Twenties – is a genius. He won the inventor of the year in 1989 and collected $20,000, which he used to go to the USA to try and interest companies over there in *Colourburst*. This product sold well in the States, and he turned his attention to creating a better board, *Opalvision*.

I wonder how many more great products are claimed by big companies, but are in fact invented by other small people like Gary? I know that finance is needed by inventors and developers to produce new products, but big companies that put up the capital rip off these hard working people, and don't give credit where it's due.

Harry Scruton,
Australian Amiga User Association

We are well aware that Gary is the creator of Opalvision, *and we are hoping to be able to interview him later this year when we visit the World of Commodore in Sydney. But the fact of life is that once a large company have bought the rights to a product, it is theirs. Centaur own the rights to* Opalvision *in the States and the UK. If we were to describe the product as belonging to Opal Technology they would have wasted their money.*

From what I understand, Gary has an expensive sports car from the money Centaur paid him, and the rest of it has gone to the completion of the Opalvision *expansions, which will in turn earn him millions of dollars. Before you lose perspective, take a look around at your car, your refrigerator, your TV, you know the companies who produce these goods, but they give no credit to the actual designers who made those particular products. It's the way things are, Gary at least has some fame, and will make lots of money, all of which he richly deserves.*

CONSOLE-ATION

I am writing considering the Future of the Amiga (the ultimate games/serious machine). I have just looked through a friend's SNES magazine and was disgusted to see how unoriginal they are. Practically a third of the games were conversions from the Amiga. Doesn't this show how unoriginal the SNES is? Among these games were some classic Amiga games including *Prince of Persia*, *Another World*, *Pushover*, *PGA Tour Golf*, *Addams Family* and *Zool*.

There was a large article on *Zool*, they said the SNES version would have three or four more levels than the Amiga version of *Zool*. Surely they aren't so sad as to release *Zool* on the SNES. It's a bit like releasing *Sonic* and *Mario* on the Amiga. I would certainly be upset if they did.

Oh, and does *VistaPro 2* require 2 or 3Mb?

Chris Owen, Swindon

The main difference between Sonic *(and* Mario*) and* Zool *is that* Sonic *(and* Mario*) was actually created by Sega (Nintendo) to sell their machine. And because both of these programs are (arguably) good, they guard them jealously.* Zool, *though, is a Gremlin product, and they want to sell as many copies as possible. Obviously the best way to do this is to bring it out on as many machine formats as possible, hence the SNES version (and probably Mega Drive too).*

The same applies to all the other programs you mention, the software houses don't have any loyalties to a particular machine. The only people who do are the companies making the machine and the people using them. It is possible that Commodore will be entering into the console market before Christmas, and if this turns out to be true, they would be well advised to get themselves a Commodore owned character to help flog the thing.

Oh, and VistaPro 2 requires at least 3Mb.

COVER DISC

I have read and re-read the articles about CD, how wonderful it is and how great a breakthrough for the Amiga. Your magazine has said that you are convinced it's the way forward. But what about those of us who have bought an A570 or CDTV – with the lack of decent software we are left with a near useless machine. So how about an ***Amiga Format*** with a CD Coverdisk, or an ***AF Special*** on CD with a cover CD? You'd be putting your money where your mouth is.

Matthew Hanson, Byram

While we have long championed the idea of CD as a software medium, we have never actually recommended that anyone buys a CD unit – there simply isn't the software support to justify the price. But things are changing, the A570 is available at truly

Continued overleaf



Carmanaan by Peter Moulds of Bishop Stortford.



Galaxy Force by Stephen Mullins of Rhondda.



Near Dark by Paul Horton of Stechford.

GITCHIE MANIT-WHO?

PRIZE

Oh dear, you do seem to have offended Stuart Hogg (letters April). Encounters Book Club, sinister? I do remember a thick cloud of Evil lurking around the March issue. However, I assumed this was just because it had been displayed next to *PC Plus*!

I feel it is important that we are all allowed to make up our own minds as to what we believe in, be it Buddha, Spiritualism, Tao, Zen, Christ or Gitchie Manitou. No matter what I believe, even if I am an atheist, who is fit to judge me?

There is nothing dodgy or dubious about Tarot cards – the forerunner of modern playing cards – runes, a magical Britain or reincarnation, unless of course you are one of those people who is bigotted enough to think that your own religion is the only one that people should be allowed to know about, and the one they must believe in. Because of this attitude thousands of innocent people were burnt at the stake. One of them was Giordano Bruno who dared to state that the Earth was not the centre of the universe. Galileo said the same, but he was forced to recant and was thus spared.

Scientists claim that light can be both a wave and a particle. About 30 years ago I was taught by someone who believed implicitly in the Genesis creation theory. I can get my mind around re-incarnation easier than either of these things. We each have our own path to tread to find God, and the greatest thing we can do is to help someone else on their path, even if their way and God appear different to our own.

Thanks for giving me the opportunity to air my views, I never thought I would be writing to a computer magazine on a philosophical subject! I feel most strongly that we should have access to all of humankind's knowledge, on whatever subject we desire, so that we can make up our own minds and not be indoctrinated by any religious group.

Malcolm Rodgers, Halesworth

PRIZE

I feel that I really must write in support of the ideas expressed by Stuart Hogg in issue 45. I wholeheartedly agree that books on Spiritualism, in all its various guises, should be avoided at all times. I appreciate that young people are especially attracted to this kind of material, but would like to stress that involvement in the occult is dangerous to people of any age. While I recognise that the pages of *Amiga Format* are not exactly the place for biblical discussions, I would recommend anyone who wishes to know the basis for my viewpoint should consult The Bible at Deuteronomy 18:10-12 and at Galations 5:19-21.

On a lighter note, when Mr Hogg mentioned that his copy of ***AF*** 'seemed innocent enough' I can only assume that he wasn't talking about Issue 44 which bore on its front cover a photo of a padlock bearing the number 666 (gasp!). While still on the subject of numbers, I must take this opportunity to point out the deliberate mistake in Issue 41, Page 64. There you will find a picture of an A570 CD drive. So why does the label state that it's an A690? We should be told.

Thanks for a truly interesting and informative magazine. I shall subscribe as soon as you start offering a software incentive that I don't already have. Those scrummy dust covers and mouse mat might just prompt me into forking out the dosh, how about it?

Paul Cavanagh, Ferndown

We bring you both these letters in the interest of impartiality, and to prove that just because we're a computer magazine, it doesn't mean we don't have an opinion on the Bigger Issues. By and large we agree that all information should be available to all, it's the hacker ethic after all.



Surreal Fantasy by Alan Robb of Glasgow.

The Gallery Sponsored by Max Graphics

Next month

Issue 48 July 1993

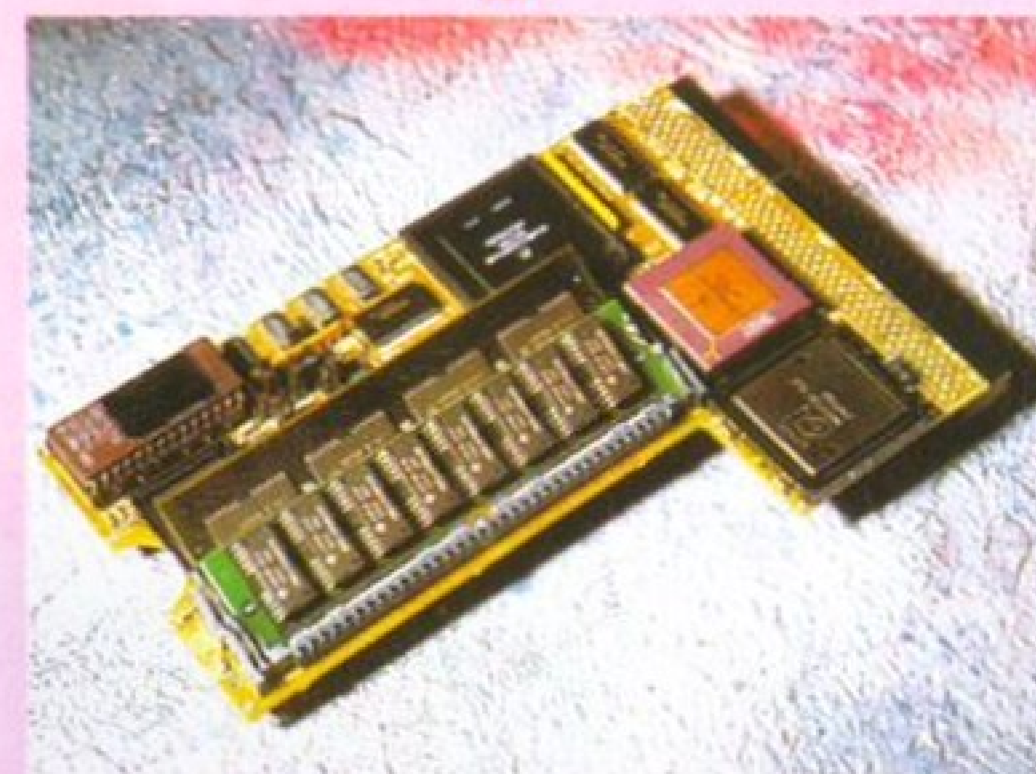
Video it! Edit it! Title It! The Amiga way



Summer's on its way, and if you're like us you'll be getting the camcorder out and giving it a dusting down. The light nights and the sunny days offer the perfect opportunity to knock together a video production. Getting your accumulated footage into something that looks better than a lot of accumulated video footage can be tricky though. Unless you have an Amiga that is!

With just a basic Amiga and a copy of *Deluxe Paint* you can title your production. With just a small amount of extra kit you can edit, add sound, create professional overlayed titles and even put yourself in the picture after the event. Add a few extra programs and you can be making your own sci-fi series with effects to rival anything the BBC ever managed in *Dr Who*. And guess what… next month we show you how. Tune into ***AF***TV on May 27 and find out how to become the next Quentin Tarrentino.

Feel the need for speed?



As home computers go, the Amiga is no slouch, but in an age of accelerated technological progression, accelerated computers are the order of the day. If you are throwing around big 24-bit graphics files, or even rendering them, you need processing power. If you are doing large ray traces, you need power. If you are rendering full colour images in *Vista Pro 3* you need power. In fact even if you are just blasting your way through the skies in a flight sim, a little extra speed can make all the difference. How do you get this power? With an accelerator of course.

Whether it be the hugely popular A500 or the already powerful A4000, there's something to give almost every machine more get up and go. Check out our round-up next month and discover how you can get the power.

Waiting for you at your local shop from **Thursday May 27!**

bargain prices now, and the CDTV multimedia system can run normal Amiga programs.

As we have stated, it is also possible that Commodore may be re-affirming their commitment to CD with a new machine before Christmas. If the opportunity presents itself to do a CD covermount, don't worry... we will.

PC POWER

Now the extra power of the A1200/4000 is here can we expect to see the same quality of software available as PC owners enjoy? I am writing this letter on *Wordworth 2*, which is fine for the odd quality letter but where is the structured clip art, Equation editor, basic structured drawing, fast printing, graph function etc? This criticism isn't levelled just at *Wordworth 2* but at Amiga software in general. I find it ridiculous to have to wait over a minute for a page of text to print on on A1200 with a *GVP A1230* and hard drive. While I'm slagging things off, whatever happened to the '10 A1200 specific games available before Christmas' claim of our beloved Commodore?

S P Buckley, Rochdale

It is quite likely that Amiga owners could enjoy the same level of quality of software as PC owners, but who would want to pay £300 for a PC program when you can get Wordworth *for £129? Your criticisms of* Wordworth *are unfair, for the difference in price between* WW *and a PC word publisher you could buy several volumes of structured clip art. We believe that powerful structured drawing in a drawing package is far preferable to limited drawing capabilities in a document processor. Wouldn't an equations editor and graphing functions be more at home in a spreadsheet? And we regularly print from a Mac II FX running a high speed hard drive and a 33Mhz '040 and it still takes more than a minute to print a page of A4 text if the fonts are not installed in the printer.*

Nowadays the Amiga has software that can compete with any platform, be it Mac or PC. Bars and Pipes Professional, Real 3D2, VistaPro, Scala, Professional Page 4, *and many others. But by far the biggest disadvantage we find with PC software is that it just doesn't run on an Amiga.*

As for those 10 A1200 enhanced games, maybe the software houses can explain where they got to.

PIRATE PANIC

I am an A500 owner and I'm thinking of buying an A1200 next summer. Some of my friends (mostly PC owners) have advised me not to do so *(Well they would, wouldn't they – Ed)*. They said that in the future most software houses may stop publishing games for the Amiga because of excessive piracy! Is all this true? I was very much troubled. I don't want the Amiga to die, it's very suitable for my needs.

A Corrado, Malta

Your friends are wrong. The Amiga will continue to prosper for many years to come, the PC's days are numbered as IBM are going into a partnership with Apple to produce a new machine called the Power PC. At present there isn't too much piracy on the PC because it isn't so popular as a games machine (not in the UK anyway). What is the point of pirating a PC game and then not finding anyone to sell the copy to, when you can pirate Amiga games and sell bucket loads? If the PC ever manages to establish itself as a games machine over here (it has a mere 9 per cent of the market at present), pirates will quickly move on to the PC and spoil it for PC users too.

HEY, TRUST US

Here at Amiga Format we've had a few people write to us concerned about a letter entitled Policy of Lies which was published by a rival Amiga magazine. In the reply to this letter they happily admitted that they review software before it is finished. Now we don't doubt that this is true, but what really annoyed us is that they then insisted that any Amiga magazine that claimed not to review unfinished product was lying. They justified the fact that they reviewed unfinished programs by saying that they did it to get exclusives. Now we think an exclusive is when you get something no other magazine can have, a review of a product one or two months earlier than other magazines isn't exactly an exclusive, is it? It's more of an 'early', don't you think?

We thought long and hard about what the purpose of a review was. Is it so we can crow about how we are reviewing the product before all the other magazines? Or is a review a full, unhurried, considered evaluation of a product so that you, the reader, can make an informed purchasing decision before you part with your hard-earned cash? We think it's the latter, which is why we at *Amiga Format* only review finished product. That is a fact. So this rival magazine says we are lying, but the software industry says this:

"Amiga Format have a very strong review policy, throughout my role as Public Relations manager at US Gold, Amiga Format have never begged or pleaded for any review material, scoops or 'exclusives' unless the product is finished.

"US Gold do not try to encourage any journalists to review unfinished code. As any publisher knows, major changes can be implemented at the final stage of development.

"Amiga Format is a very professional magazine and is highly respected throughout the industry.

"Amiga Format Gold is a product sold."

Danielle Woodyatt, PR Manager, US Gold

"I believe that the high esteem in which your title is held is due solely to your policy of reviewing only 100 per cent completed products."

Richard Barclay, Marketing Director
Core Design

"I am sorry to hear that Amiga Format's reputation is being called into question. I can confirm that Amiga Format refused to review Legends of Valour until we could supply production disks."

Kevin Bulmer, Synthetic Dimensions.

"I can confirm that Amiga Format has never reviewed any Team-17 product 'on site' or prior to a fully finished version becoming available."

Martyn Brown
Technical Director, Team-17

"In all the time I have worked with Amiga Format, they have never once reviewed an unfinished product. No matter how many times I may have pleaded with them they still would not review an unfinished game. The last example was Sleepwalker which needed to be in as many magazines as possible as early as possible, but AF wanted to give it the fairest chance by waiting for that important finished copy, and it paid off, the game got AF Gold. To the best of my knowledge AF has never and will never review an unfinished product."

Ken Lockley, Ex-PR Manager, Ocean

"Ever since I joined the games industry one-and-a-half years ago, Amiga Format were one of the toughest magazines to deal with, with regards to their review policy:

"The policy has always been
Finished copy = review
No finished copy = no review."

Caroline Stokes, Virgin Games

So who do you believe?

ME! ME! I WON! I WON!

MITSUBISHI PCMCIA COMP

We received another huge entry for this competition, but the lucky winners are:
4Mb of RAM to John Thompson of Bolton
1Mbs to W Strathern of Northallerton, C Zurowski-Aiad of London, Fiona 'Apple' Mac of London, and Paul Clark of Positano in Italy.

EMPIRE COMPO

These lucky sporting types will be wending their ways to Brands Hatch: David Tibbit of Maidstone, Riverside Tennis Club: Gary Chip of Surbiton, Golf at the Belfry: SP Muxworthy of Dudley, Wembley Stadium Tour: Richard Taylor of Reading. We here at *Amiga Format* hope you all have a great time.

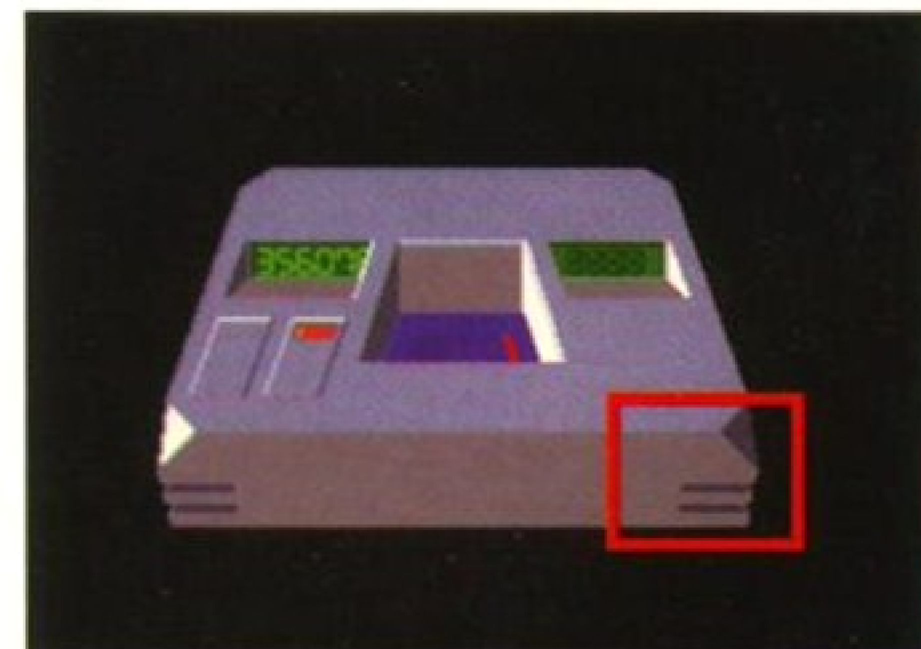
DONG COMPO

The word under the stick man picture was Boo! and the following people all got it right: Thomas Jørgensen of Denmark, Ian Hall of Leeds, Lisa Samuel of Swansea, Laura Scott of Gateshead, Angharad Moran of Clwyd, Andrew Sea of Wednesbury, Kelly Small of Ayr, Matthew Deegan of Bournemouth, M Lensinli of Holland, Brian Barnett of Oldham. You will be receiving a copy of the game, now re-titled *Donk*, soon.

Spot the shot 47



Do you know which Amiga game this is a portion of? Then send us a postcard and you could win a T-shirt. Just put your name, address and the name of the game on the card and post it to us at the following address: Spot the Shot 47, *Amiga Format*, 30 Monmouth Street, Bath, BA1 2BW. The first correct entry pulled out of the hat every month will win a fabulous *Amiga Format* T-shirt!

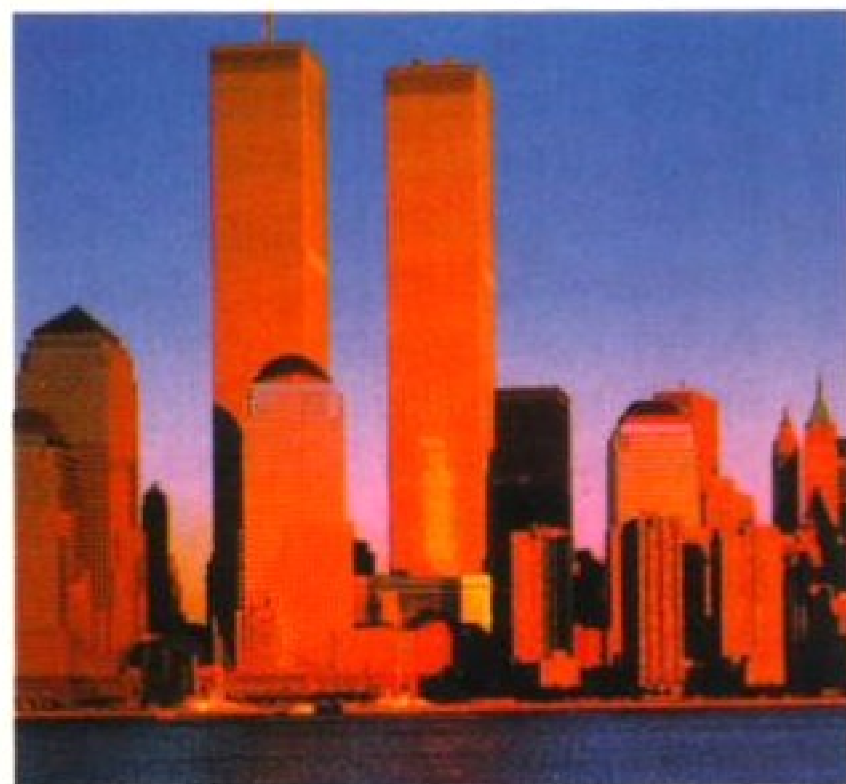


The winner of Spot the Shot 45 is Matthew McArthur of Orkney, who rather cleverly noted that the shot was from *Flashback*, US Gold's excellent follow up to the Delphine game *Another World*.

ADVERTISERS INDEX

A REAL NEW YAWK MESSAGE!

You may remember that some psycho-terrorists tried to knock down the tallest building in New York recently. They drove a van containing lots and lots of explosives into the underground car park of the World Trade Center towers and parked it there. When it detonated it created a hole 200 feet in diameter. Now that sounds like a good way to upset someone, but the New Yorkers are a bit more philosophical than that, hence the flyers that were posted all over the Big Apple when we were there recently. They read...



ATTENTION TERRORISTS

Anyone but an idiot knows that the only way to really get up a New Yorker's nose is to stand at stop lights cleaning car windows.

And right next to a shop window plastered with these defiant messages was... a guy cleaning car windows at the traffic lights.

Swim or Die

If you've read our review of *Sink or Swim* this month you will know that the main character is a fishy dude known as Kevin Codner. What you may not know is that although Kevin Costner's role in *The Big Chill* was cut from the film completely, it is still his 'corpse' being dressed for burial underneath the title sequence.

Commodore need good Neighbours

Back in the dear departed days when we asked readers to spot Amigas on TV we got loads of letter pointing out that it was difficult to watch an episode of *Neighbours* without seeing at least four of the damned things. We've discovered why! Howard Needleman of The Others – Commodore's Australian PR company – negotiated a deal with *Neighbours* producers in the show's pre-fame days. The cost to Commodore was negligible, five machines in fact. But when the show became a huge success over here, Howard put it to Commodore UK that they should pay for part of the deal, since they were reaping a lot of the benefits. After much haggling a deal was struck, and Commodore UK stumped up their share... £10,000.



It's that time of the mag (the end) where we look back at the bits of the month that tickled our pinks, made us giggle, or just made us think 'Gosh! Isn't that interesting'!

The times, they are indeed a changing

There once was a time when contacting a head of state was an involved process. You had to buy a horse, pay a squire, mount your trusty steed and ride to Camelot, fighting dragons and trolls on the way. Nowadays it's a lot simpler, at least if you're a citizen of the United States. Bill Clinton's technologically aware administration have got the press wired. If you need to raise urgent matters of state just call him on his E-Mail address. It's Clinton Pz, but we're not sure which service he subscribes to.

Amiga Format 47

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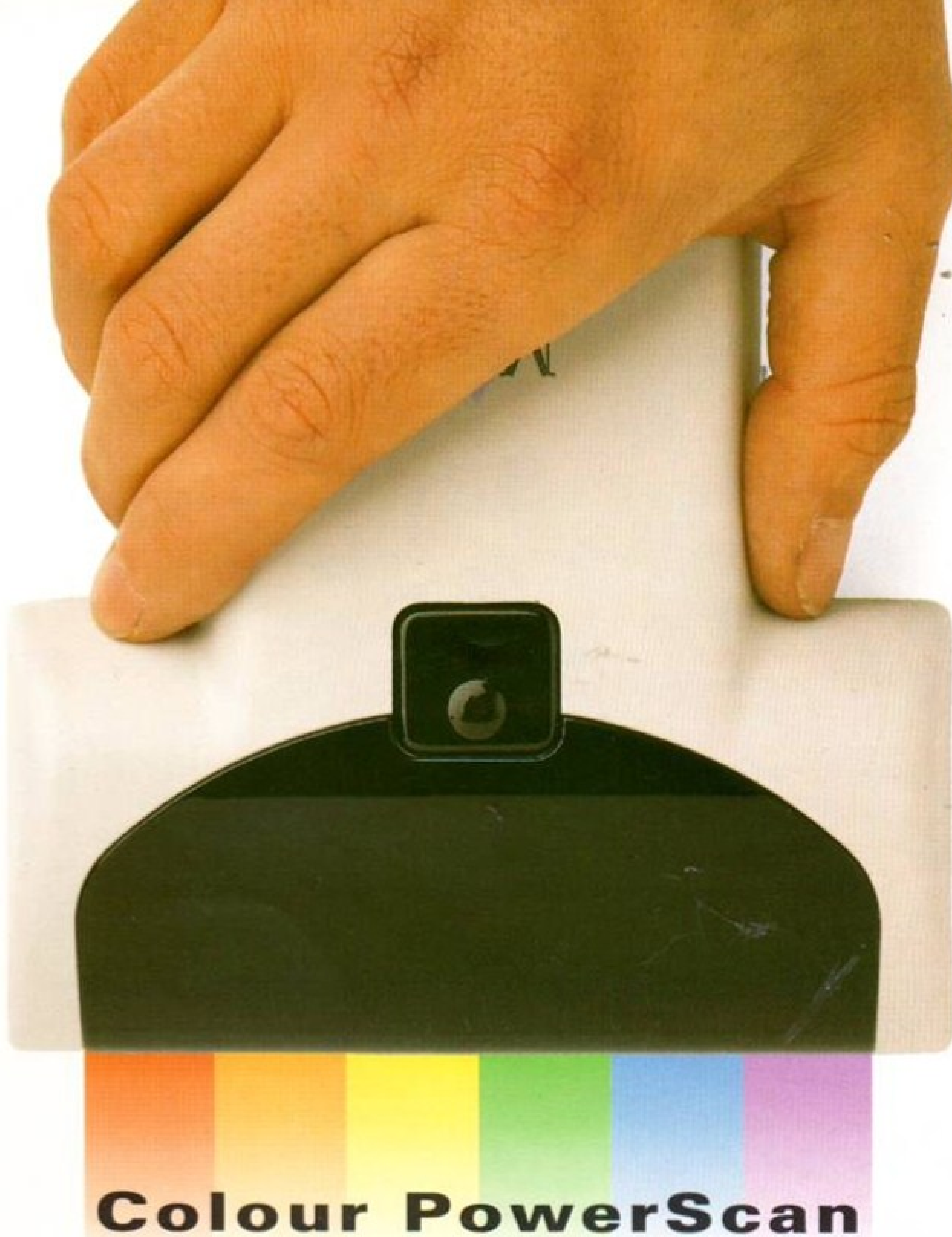
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Colour PowerScan

The Power Computing colour hand-held scanner for the Amiga is now available. This scanner offers the following features

- 4096 colours
- 50-400 DPI
- 4 Scanning modes
- Text
- Greyscale
- Colour halftone
- Colour

The Amiga interface plugs into an A1500/A2000/A3000/A4000 expansion slot with a separate version which connects to the expansion connector of the A500/A500+. The A500 version has a through-port which is compatible with all Amiga 500 expansion peripherals.

The software supplied with this scanner is the new PowerScan Professional 3, which also supports the greyscale scanner and will be available as an upgrade to existing users of PowerScan for £15.

Colour PowerScan v3.0 features

- Real-time 'True-feel' scan option in colour halftone mode
- Images are stored internally as 12-bit graphics, not HAM. This means that no quality is lost due to the Amiga only being able to display HAM images in 4096 colours
- Images are displayed as HAM pictures
- HAM images may be loaded from disk and edited using PowerScan 3
- Image size that can be handled is limited only by the amount of memory available
- Memory does not have to be chip memory as in many art packages
- Images can be saved in various file formats
- View whole image function
- Scale/rotate/skew image or clipboard by any amount
- Crop image
- Clean up, lighten or darken image
- Variable zoom mode
- Draw freehand, lines, circles, boxes and polygons in various fill patterns, brush sizes, paste modes, or with the clip board image
- Clipboards may be scanned directly, or any shape can be cut from the main image
- The software is compatible with all Amigas
- Supports Workbench 2 and ECS screen modes

Colour PowerScan now available

New v3.0 Scan software

PowerScan Colour v3.0	£239
PowerScan Greyscale v3.0	£115
PowerScan v3.0 software upgrade	£15

The Amiga can only display 16 greyscales

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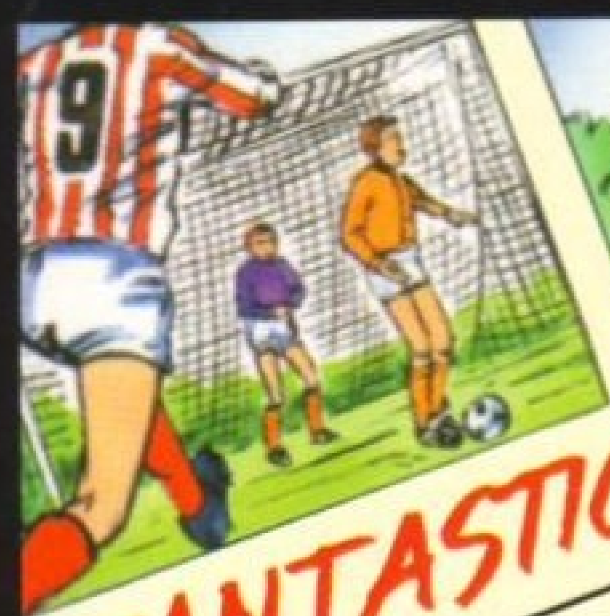


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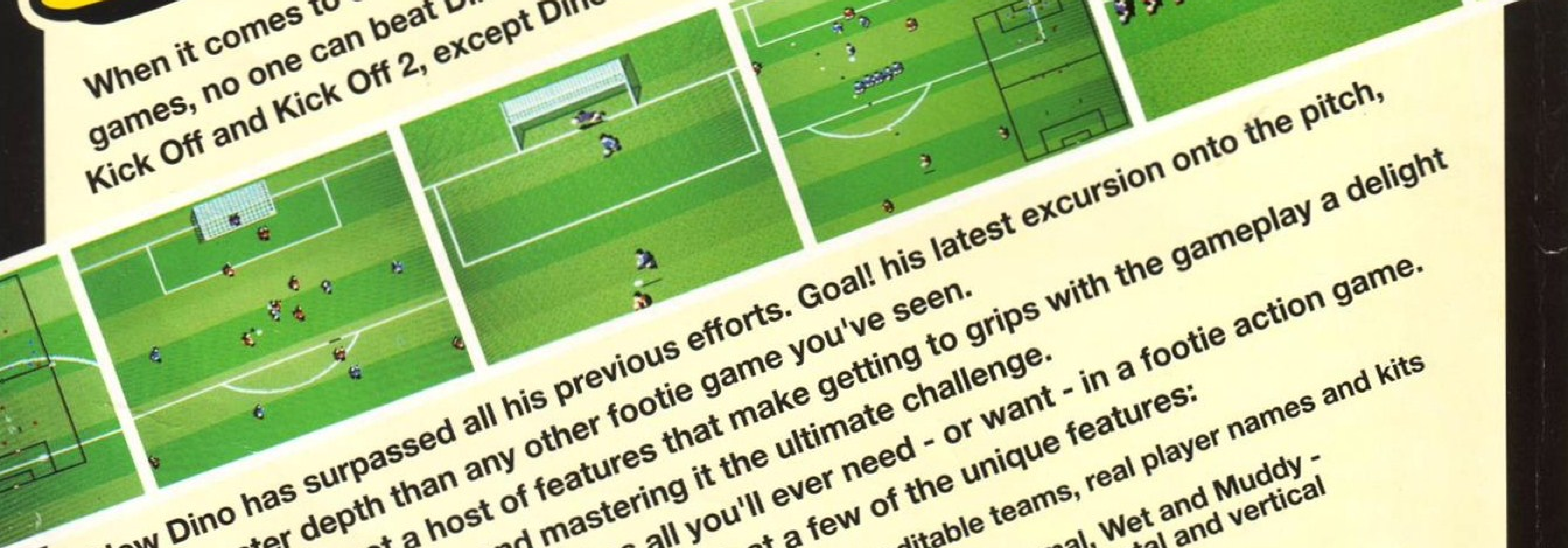


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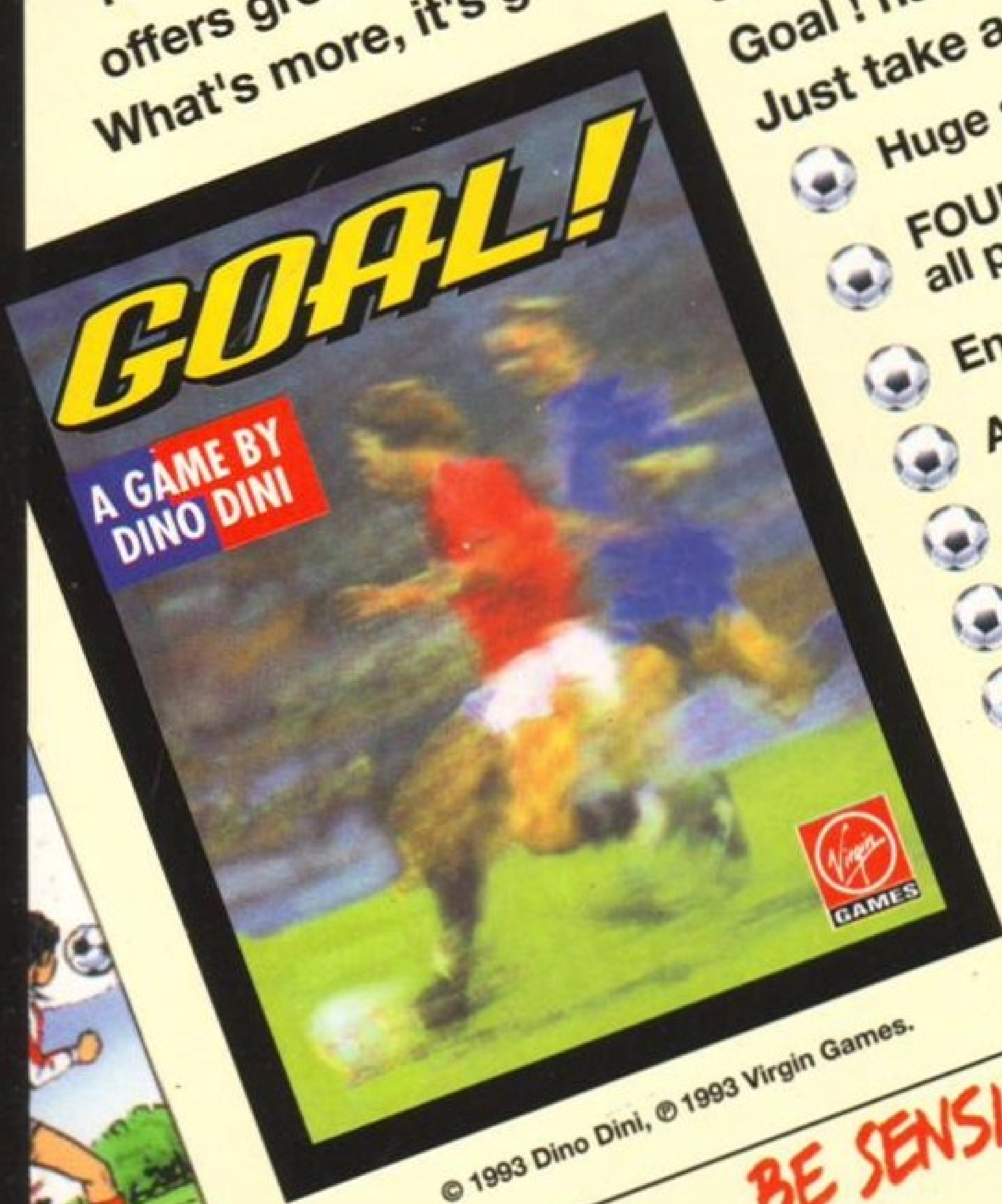
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